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Warrior Cat Names and More!

As you read on, there will be a lot more helpful things such as herbs and creating camps! Now scoot along my dear, there are things you (probably) didn't know that lie ahead...

P_A83 out!

Clan/Tribe Terminology

** before the name means they're often used.*

Clan Terminology-

General Terms

Carrionplace - A Twoleg dump in The Forest Territories that in human language is called the *North Allerton Amenity Tip*. A part of ShadowClan territory that is a last resource for Fresh Kill in leaf-bare. Is the cause of the Carrionplace Disease.
**Crow-food* - A dead prey animal that has begun to rot; can also be used as an insult.
Cutter - A veterinarian, specifically, though not always, referring to one that spays or neuters cats.
**Dirt* - Feces.
**Fresh-kill* - A recently killed prey animal caught for the purpose of consumption. Fresh-kill is hunted by warriors and apprentices, and sometimes elders, and placed on the fresh-kill pile or brought to the elders. Elders, kits, queens, and sick cats eat first, then warriors and apprentices. Extras stay in the fresh-kill pile.
Fourtrees - A place located in the forest territory, where the territory's corners would meet, in which four oaks stood and the Clans would gather in peace every full moon.
**Gathering* - The monthly meeting of all the Clans when the moon is full, at either Fourtrees or the Island. There is a truce on this night, and no fighting is allowed.
Greenleaf Twolegplace - A place frequented by Twolegs during summer, such as a resort or camping spot near the lake.
**Half-bridge* - A boat dock; term was first used by Squirrelflight when Brambleclaw's patrol was exploring the new territory in Starlight.
**Horseplace* - A place where horses are kept, such as ranches and stables. Often refers to the Horseplace on WindClan's territory, where cats such as Daisy, Berrynose, Hazeltail, Mousewhisker, and Smoky came from.

**Hunting Patrol* - A group of cats hunting for fresh-kill to bring back for their Clan to eat. May fight if there are trespassers.
**Kittypet* - A domesticated pet cat.
Loner - A cat that lives by itself and doesn't defend its territory.
Making dirt - Defecating.
**Monster* - A vehicle operated by humans. Often described when cats are near Twolegs/the Thunderpath. (Motorboats are sometimes referred to as "water-monsters.")
**Moonpool* - The place near the Lake where medicine cats and leaders share tongues with StarClan.
Moonstone - The place in the Forest where medicine cats and leaders shared tongues with StarClan.
Mothermouth - The opening to the cave where the Moonstone is/was located.
**Rogue* - A usually hostile cat who does not have a permanent home, roams around, and does not care about crossing Clan boundaries.
**Sharing tongues* - Cats grooming each other while sharing the latest gossip. A cat lies on the ground, talking, while the other grooms their fur, listening.
**She-cat* - A female cat.
**She-kit* - A female kit.
Silver boulder - A boulder that, when the silver disc is pulled off, holds Twoleg rubbish. To Twolegs, they are just trash cans/bins.
**Silvermesh* - Metal fence (was usually described around Carrionplace)
**Silverpelt* - The large swath of stars in the sky (believed in fandom to be the Milky Way). These stars are a direct representation of StarClan.
Silverthorn - Barbed wire.
Smooth boulder-thing - Twoleg ball.
Snowmelt - A term used to describe slush or dirty, melted snow.
Soft boulder - A pillow or cushion.
**Sun-drown-place* - An ocean to the west of the Clans' territories.
**Tree-eater* - A bulldozer.
**Thunderpath* - A paved road with an extremely acrid smell that cars often go across. Windover Road separated ThunderClan and ShadowClan in the original Territories. There is also one in ThunderClan territory by the lake.
**Tom/tomcat* - A male cat

**Twoleg* - A human.
**Twoleg kit* - A human child.
**Twoleg nest* - A human's house.
**Twolegplace* - A town, city, or village where Twolegs live.

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Time Terms

**Newleaf* - The season of spring.
**Greenleaf* - The season of summer.
**Leaf-fall* - The season of autumn or fall.
**Leaf-bare* - The season of winter.
**Moon* - The time between one full moon and the next, spanning about 29 days, a month.
**Moonhigh* - When the moon is the highest in the sky; about midnight.
**Moonrise* - The time when the moon rises.
**Half-moon* - About two weeks, half a month.
**Quarter-moon* - About a week.
**Sunhigh* - The point during the day when the sun is highest in the sky; noon.
**Sunrise* - One day in cat time (i.e. One sunrise ago).
**Season* - A quarter of a year in cat time. Four seasons equal a year.
**Heartbeat* - A split second.
**Claw-moon* - When the moon resembles the shape of an unsheathed claw, equivalent to crescent moon.
Sundown - Dusk.
Sunup - Dawn. However, Dawn is still used for example in the phrase "Dawn Patrol."

***

Distance Terms

**Fox-length* - About the length of a fox; approximately a yard. (80 cm)
Kittenstep/kitstep - About the length of kit's step; approximately an inch or a half inch. (1.25-2.5 cm)
**Tail-length* - About the length of a cat's tail; approximately a foot. (30 cm)

Rabbit hop/length - About a foot and a half away. (45 cm)
Mouse-length - About two or three inches. (5-7.5 cm)
Pawstep - About the length of a grown cat's step, roughly six inches. (15 cm)
Tree-length - About the length of a tree; around 40 to 50 feet. (15 m)

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Living Spaces

Camp - The place where a Clan makes their permanent home.
Leader's den - The den in camp that belongs to the Clan leader.
Medicine cat's den - The den in camp that belongs to the Clan's medicine cat and his or her apprentice. Sometimes referred to as the medicine den.
Warriors' den - The den in camp that is shared between the warriors and the deputy of that Clan.
Apprentices' den - The den in camp that is shared between the apprentices of that Clan.
Elders' den - The den in camp that is shared between the elders of that Clan.
Nursery - The den in camp that is shared by the queens and kits of that Clan.
Dirtplace - The place near the camp where cats go to urinate or excrete.
Fresh-kill pile - The place, usually in the center of the camp, where the warriors drop the prey they caught while hunting, so it is easily accessible to all the cats in the Clan.

Tribe Terminology-

General Tribe Cat Terminology

Beetle-brain - Friendly insult; similar to mouse-brain.
Caught-prey - A dead prey animal caught for the purpose of consumption; similar to fresh-kill.
Time of Freed Water - The season of spring, known to the forest Clans as newleaf.
Time of Frozen Water - The season of winter, known to the forest Clans as leaf-bare.

Tribe of Endless Hunting - Similar to StarClan, these are the Tribe's ancestors.
Giving of close comfort - Act of cats grooming each other; similar to sharing tongues.

***

Hunting Techniques

Tribe cats have their own special way of hunting. Prey-Hunters find some prey (i.e. a mouse), sit in a hiding place, and **wait until they see an eagle** (or other bird of prey) attack the prey. They then **jump onto and kill the eagle**, thus delivering two pieces of prey for the Tribe. The six questing Clan cats learned this technique to some extent, most notably Stormfur.

***

Tribe Hierarchy
Cats of the Tribe are **divided into several categories**: To-bes, cave-guards, prey-hunters, kit-mothers, kits, elders, and the Healer. Also, **whenever the Healer feels it's needed**, he/she will pick a Healer to-be that will take their place once they pass. Cats can also stay with the Tribe for a while, and then leave (an example being the six cats who traveled to the sun-drown place).

Healer
The Tribe's Healer is basically the **same thing as a Clan's medicine cat and leader put together**. Not only does the healer lead the Tribe, they **also** use healing herbs to cure wounds and sickness. The Healer receives signs from their warrior ancestors in the Cave of Pointed Stones. They **interpret the signs of rock, leaf, and water to read messages** from the Tribe of Endless Hunting. Unlike Clan cats, Healers **do not dream**. The Healer also **almost never** leaves the cave, because unlike leaders they **do not have nine lives** and it's easier for them to be killed. The only times they come out of the cave is for to-be **ceremonies and such**. Every Healer changes their name **to Teller of the Pointed Stones, or Stoneteller**, once they become the Tribe's official Healer. The new Healer is appointed by the previous Healer.

Prey-Hunter
Prey-hunters are the **lithe, quick cats** of the Tribe who can **jump high to catch mountain birds** such as eagles or hawks to feed to their tribemates. Prey-hunters are tribe cats whose **only duties are to catch prey for the tribe**. They are the hunters of the Tribe, using **stealth and surprise along with camouflage** to catch their food. It is **their responsibility to feed the Tribe** and catch their prey, **especially for the nursing cats, and the young and old**. They depend on **speed**, for there are **not many places to hide in the almost-bare surroundings**, like WindClan. Normally prey-hunters **hunt in teams** to help catch prey. Prey-hunters often **coat themselves with mud; this disguises them, covers their scent, and protects against the wind**. A group of **cave-guards accompany them to spot trouble**. Prey-hunters are **chosen from birth for their lithe and agile build**.

Cave-Guard
Cave-guards are **thick, strong, and lean** cats that **protect and guard the entrance** of the tribe's cave. They are the **main fighting force** of the Tribe and have the **responsibility of defending the cave from predators such as big birds**. **Watching the skies to protect the prey-hunters from hawks and eagles** while they hunt is another one of their responsibilities. They are also the most experienced with fighting. To hide their scent and blend in with the rocky scenery, **they often coat themselves with mud**. These cats are chosen **from birth for their muscular and stocky build**.

To-Be
The equivalent of an apprentice, **to-bes are young cats** in training. To-bes are **trained in either prey-hunting or cave-guarding**. They train with their mentors and learn the skills of what they **have** to learn. When they are finished training, they are made into either **prey-hunters or cave-guards** by the tribe Healer. Tribe cats believe that they are born into their duty, **though they can change positions**. Unlike Clan apprentices, to-bes start training at the **age of eight moons**. The Stoneteller will **receive a message from The Tribe of Endless Hunting** when it is time to choose his own to-be. Once this happens, they can become something else, but as noted by Brook in *The Sight* to Hollypaw, most do not.

Kit-Mother
As their name suggests, kit-mothers are she-cats **who are about to have or are nursing kits**, the equivalent of queens. A prey-hunter or a cave-guard becomes a kit-mother when they **become heavily pregnant and they can't continue with their duties, no sooner**. When they have their kits, **they remain kit-mothers for a time to nurse them**. They are the equivalent of a Clan queen. An ancient tradition is that the queens name their kits after what they see when their kits are first born.

Elder
Elders are the **oldest and weakest cats in the Tribe**. Elders are **retired cats** that have stopped doing their Prey-Hunter or Cave-Guard duties. They are **often consulted in difficult times**. The elders of the Tribe have a very similar role to the elders of the Clans. They are fed by the Prey-Hunters and are protected by the Cave-Guards.

Kit
Kits are young cats that are **not yet** to-bes; the same as Clan kits. They are too young to do to-be duties, so they stay in the nursery with their mother. **Kits stay a kit for 8 moons**. At their birth, it is **foretold by the Tribe healer if they will become a prey-hunter, a cave-guard or the next Teller of the Pointed Stones**. Kits that seem **fast and lithe** are prey-hunters; kits that **look strong** will be cave-guards. They can be to-bes when they are eight moons old.

Additional Features (Pelt Designs)

Different Designs:

-Patches

-Stripes

-Tabby

-Scars over eye, flank, cheek, chest and/or neck

-Missing claw(s) from battle or holding weight up on a tree branch/ cliff

-Paw, tail tip, muzzle, mask, chest, stomach, ears can be a different color then the rest I the body

-Nose: pink, brown, white and pink, black.

-Tortoiseshell

-Light/dark orange, white, light/dark grey, black, blueish-gray.

Eye Colors:

-Purple

-Hazel

-Dark/light green

-Bright blue or midnight blue

-Soft yellow or dark yellow

-Amber/red

-Dark brown

-Mix colors (one blue eye one green)

Coat Colourings & Patterns

Tabby~

A Tabby is a cat with a distinctive coat pattern with stripes, dots, lines or swirl patterns. Tabby cats can come in several colours, but most commonly shades of grey, black and brown. There are four main types of Tabby cat:

-**Mackerel Tabby:** A coat with thin vertical stripes down the sides of its coat, more commonly referred to as 'tiger stripes'.

-**Classic Tabby:** A coat with a thick swirling stripes down the sides of its coat.

-**Ticked Tabby:** A coat with stripes that are broken up into tiny small fragments, more commonly referred to as a 'salt and pepper appearance'.

-**Spotted Tabby:** A coat with stripes that are broken up into smaller fragments which resemble spots.

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Tortoiseshell~

A Tortoiseshell is a cat with with a distinctive mottled coat pattern with patches of colour. It is usually found on female cats, but it can very rarely be seen on male cats as well. There are three main types of Tortoiseshell:

Tortoiseshell / Tortie: A coat with patches of orange or cream and brown, black or blue.

Tortoiseshell-And-White / Calico: A coat which is primarily white, with a mix of red and brown patches.

Tortie-Tabby / Torbie / Caliby: A coat with the the colouring of a Tortoiseshell, but also with the pattern of a Tabby.

Names (1)

Names:

-Loner/Rouges
-Tribe cats
-Warrior cats

First Half:

Apple
Fuzzy
Prickle
Hazel
Tiger
Pounce
Trout
Toad
Thrush
Robin
Sparrow
Poppy
Haze
Goose
Gorse
Gorge
Spider
Berry
Sage
Long
Robin
Weasel
Pine
Snow
Night
Crow
Smoke

Cedar
Ripple
Claw
One
Misty
Seed
Milk
Blaze
Shadow
Breeze
Soot
Storm
Cloud
Rain
Sorrel
Tall
Red
Blue
Yellow
Silver
Golden
Flower
Running
Mouse
Fox
Russet
Dapple
Bracken
Thorn
Tawny
Bright
Fire
Gray
Cinder
Frost
Speckle
Fern
Dust
Willow
Bramble

Ash
Sand
Mud
Bark
Morning
Leopard
Feather
Cherry
Sparrow
Mint
Bounce
Tiny
Clover
Jagged
Ragged
Sharp
Patch
Echo
Rock
Petal
Short
Leaf
Pebble
Heather
Torn
Jay
Holly
Larch
Buzzard
Fawn
Bird
Slow
Snake
Lark
Oak
Cedar
Fang
Ice
Birch
Hollow

Brook
Pool
Nettle
Kestrel
Swift
Dawn
Dark
Little
Rowan
Stumpy
Brown
Half
Black
Shade
Spotted
Sun
Moon
Mole
Splash
Raven
Crooked
Broken
Wet
Gentle
Brindle
Tree
Thunder
Wind
River
Adder
Moth
Beech
Vole
Willow
Reed
Swallow
Stone
Rose
Olive
Scorch

Shrew
Dew
Owl
Ember
Ant
Minnow
Otter
Fish
Marsh
Rat
Kink
Squirrel
Amber
Light
White
Beetle
Mallow
Tangle
Hawk
Thistle
Flame
Sky
Swift
Pine
Spike
Wild
Eagle
Dusk
Blossom
Briar
Bumble
Shell
Hail
Arch
Lizard
Timber
Lily
Fallow
Trout
Weed

Thrush
Sweet
Shine
Small
Wolf
Rye
Lake
Maple
Eel
Drift
Sunny
Daisy
Blizzard
Slate
Badger
Meadow
Oat
Acorn
Finch
Dove
Hay
Talon
Coal
Heather
Frost
Shy
Chasing
Lightning
Eclipse
Cloud
Boulder
Smoke
Wave
Dragon
Bee
Ferret
Whisker
Furze
Moss
Grass

Mud
Shred
Starling
Scar
Hop
Violet
Vine
Glow
Lush
Pike
Rabbit
Moose
Deer
Mountain
Ebony
Wasp
Black
Ocean
Poison
Death
Deadly
Blood
Falcon
Whip
Shimmer
Honey
Rush
Bumble
Burr
Ember
Hare
Shine
Sedge
Soft
Pebble

Second Half:

wing
claw

poppy
whisker
eye
fur
tail
step
pelt
blaze
leaf
drop
flight
brook
pool
flower
nose
shadow
storm
stream
stripe
feather
fang
heart
tooth
star (*leaders only!*)
face
ear
cloud
song
belly
shine
breeze
dapple
fire
clover
brindle
shade
web
splash
ripple
thorn

break
thunder
night
moss
flare
slayer
wish
talon
ears
mask
path
flame
heart
bright
mist
spring
bird
wind
water
scar
spot
leg
petal
thistle
sky
leap
catcher
berry
dawn
stem
briar
spirit
puddle
bee
shade
jaw
patch
brook
lightning
sun

moon
river
water
fawn
mouse
feather
strike
willow
light
swoop
rose
vine
glow
sniffer
shivers
dusk
pelt
shade
foot
stripe
fall

Tribe Cat Names:

Berry that Falls from Bush (Berry)
Sparkle Glistening from Puddle (Sparkle)
Venom from Snakes Fang (Venom)
Eclipse from the Bright Moon (Eclipse)
Blood that Dries on Fur (Blood)
Sun that Blisters Eyes (Sun)
Leaf that Falls from Branch (Leaf)
Breeze that Ruffles up Pelt (Breeze)
Diamond that Shines in Sunlight (Diamond)
Petal that Falls from Flower (Petal)
Ivy that Grows up Tree (Ivy)
Flame that Burns through Forest (Flame)
Death that comes from Battle (Death)
Sand that Whisks through Air (Sand)
Feather that Falls from Birds Wing (Feather)
Fang that Stabs through Flesh (Fang)

Seed that Falls from Flower (Seed)
Bottom made by: @Exoticstar

Petal of Wilting Rose (Petal)
Star that Dances Through the Sky (Star)
Rain that Gently Falls from the Clouds (Rain)
Feather on Robin's Chest (Feather)
Fire that Dances though the Night (Fire)
Flame that Whispers throughout the Forest (Flame)
Sun that Dapples the Ground (Sun)

Rogue/Loner Names:

Cherry
Luna
Blast
Flora
Floss
Kara
Slash
Flame
Lily
Venom
Dagger
Claw
Thorn
Mystery
Beetle
Midnight
Moon
Star
Darkness
Flash
Jaguar
Kay
Jagged
Oscar
Fluffy
Grudge
Killer

Angus
Spider
Snake
Scar
Honey
Scarlet
Deadly
Poison
Tooth

More Names (2)

Name Types: Examples

Water Names:
Wave, Ocean, Splash, Droplet, Pike, Stream, River, Shell, Lake, Shine, Sparkle, Shinmer, Ripple, Otter, Trout, Pool, Lily.

Woodland Names:
Timber, Cedar, Mud, Tangle, Bramble, Thorn, Leaf, Berry, Blossom, Flower, Swift, Stone, Poppy, Sage, Reed, Heather, Bracken, Willow, Holly, Furze, Grass, Pebble, Pine, Moss, Mint, Stick, Coal, Briar, Maple, Beech, Oak, Gorse, Honey, Fern, Lichen, Rock, Cherry, Daisy, Alder.

Creature Names:
Fox, Hawk, Eagle, Lizard, Owl, Bird, Goose, Adder, Snake, Robin, Thrush, Sparrow, Swallow, Leopard, Lion, Tiger, Crow, Vole, Beetle, Shrew, Raven, Spider, Horse, Buzzard, Fawn, Deer, Bumble, Bee, Wasp, Egg, Clover, Starling, Wolf, Hound.

Weather Names:
Sun, Rain, Breeze, Wind, Cloud, Dark, Storm, Hail, Sky, Bright, Ice, Snow, Mist/Misty, Dawn, Dusk, Frost, Shade.

Body Names: [Mostly for last part of names, ex: Mouse*fang*]
Tooth, Pelt, Fur, Paw, Claw, Eye, Tail, Soft, Whisker, Fang, Ear, Fuzzy, Ragged, Heart, Soul, Foot, Mask, Tall, Short, Small, Face, Stumpy *(Stumpytail, foot)*.

Pelt Designs/Colors:
Blue, White, Red, Black, Gray, Speckle, Dapple, Stripe, Spot(s), Tawny, Patch, Orange Brindle, Freckle, Mottle, Ebony, Tangle.

Elements:
Water, Fire/Flame, Earth, Air, Dark/Shadow, Spirit.

Other:

Moon, Broken, Kink, Talon, Spark, Rubble, Sand, Gorge, Flight *(always used for last part of name)*, Fallow, Wish *(usually last part of name)*, Sage, Bounce, Echo, Sharp, Wild.

Lots of Names! (3)

PREFIXES.

Words with a * next to them are under multiple categories.

***

Colours:

-Amber

-Black

-Blue

-Brown

-Copper

-Dark

-Golden

-Gray

-Green

-Pale

-Red

-Russet

-Silver

-Tawny

-White

-Yellow

***

Patterns:

-Brindle

-Dapple

-Mottle

-Patch

-Speckle

-Splash*

-Spotted

***

Animals-

Mammals:

-Badger

-Deer

-Fawn

-Ferret

-Fox

-Hare

-Leopard

-Lion

-Mole

-Mouse

-Otter

-Rabbit

-Rat

-Sheep

-Shrew

-Squirrel

-Stoat

-Tiger

-Vixen

-Vole

-Weasel

-Wolf

***

Birds:

-Bird

-Buzzard

-Crow

-Dove

-Duck

-Eagle

-Feather

-Finch

-Goose

-Hawk

-Heron

-Jay

-Kestrel

-Lark

-Owl

-Quail

-Raven

-Robin

-Sparrow

-Starling

-Swallow

-Swift*

-Thrush

***

Insects:

-Ant

-Beetle

-Fly

-Maggot

-Moth

-Spider

-Wasp

***

Fish, Amphibians and Reptiles:

-Adder

-Eel

-Frog

-Lizard

-Minnow

-Newt

-Perch

-Pike

-Snake

-Toad

-Trout

***

Plants-

Trees:

-Ash*

-Aspen

-Bark

-Beech

-Birch

-Cedar

-Cherry*

-Larch

-Log

-Maple

-Marigold*

-Oak

-Pine

-Rowan

-Timber

-Twig

-Willow

***

Fruits, Berries, and Nuts:

-Acorn

-Apple

-Berry

-Cherry*

-Holly*

-Nut

-Olive*

-Pear

-Plum

-Pod*

-Seed

***

Flowers:

-Blossom

-Clover

-Daisy

-Flower

-Lily

-Heather*

-Petal

-Poppy

-Primrose

-Rose

***

Bushes and other Plants and Undergrowth:

-Bracken

-Bramble

-Briar

-Fern

-Furze

-Gorse

-Grass

-Ivy

-Hay

-Hazel

-Heather

-Holly*

-Leaf

-Lichen

-Moss

-Mossy

-Nettle

-Oat

-Olive*

-Reed

-Rush*

-Sedge

-Sloe

-Thistle

-Thorn

-Vine

-Weed

***

Herbs:

-Mallow

-Marigold*

-Mint

-Rye

-Sage

-Sorrel

-Fennel

***

Nature-

Weather:

-Blizzard

-Breeze

-Cloud

-Dawn

-Dew

-Drift

-Dusk

-Frost

-Hail

-Ice

-Lightning

-Mist

-Misty

-Moon

-Morning

-Night

-Rain

-Shade

-Snow

-Storm

-Sun

-Sunny

***

Rocks and Stones:

-Boulder

-Flint

-Pebble

-Rock

-Rubble

-Sand

-Sandy

-Slate

-Stone

***

Geographic:

-Creek

-Fallow

-Lake

-Marsh

-Meadow

-Pool

***

Other:

-Ash

-Cinder

-Dust

-Echo

-Ember

-Fire

-Flame

-Honey

-Milk

-Mud

-Ripple

-Scorch

-Shell

-Smoke

-Soot

***

Other-

Actions:

-Arch

-Bounce

-Crouch

-Fallen

-Fleet

-Jump

-Mumble

-Pounce

-Quick

-Running

-Rush*

-Shred

-Sneeze

-Splash*

-Swift*

-Tangle

-Tumble

***

Other:

-Brave

-Bright

-Broken

-Bumble

-Claw

-Crooked

-Curl

-Dead

-Fuzzy

-Half

-Heavy

-Hollow

-Jagged

-Kink

-Little

-Long

-Loud

-Low

-Mouth

-Odd

-One

-Prickle

-Ragged

-Sharp

-Shimmer

-Shining

-Short

-Small

-Soft

-Song

-Stumpy

-Sweet

-Tall

-Talon

-Tiny

-Torn

-Web

-Wet

-Whisker

-Wild

SUFFIXES.

Words with a * next to them are under multiple categories.

Patterns:

-dapple

-mask

-speck

-splash*

-spot

-spots

-stripe

***

Animal:

-bee

-bird

-feather

-hawk

-talon

-wing

***

Plants:

-berry

-branch

-briar

-burr

-fern

-flower

-leaf

-stem

-willow

***

Nature:

-blaze

-breeze

-bright

-cloud

-dust

-fire

-flake

-flame

-frost

-light

-mist

-pool

-puddle

-shade

-shine

-sky

-snow

-storm

-stream

***

Anatomy:

-belly

-claw

-eye

-eyes

-face

-fang

-foot

-fur

-heart

-jaw

-nose

-pad

-pelt

-scar

-spirit

-tail

-throat

-tooth

-tuft

-whisker

***

Actions:

-drop

-fall

-flight

-leap

-skip

-song

-splash*

-spring

-step

-strike

-watcher

-whisper

Tribe/Clan Names

Tribe Names:
-The Tribe of Bloody Fangs
-The Tribe of Cracked Skulls
-The Tribe of Gushing Water
-The Tribe of Blistering Winds
-The Tribe of Jagged Thorns
-The Tribe of Darkened Shadows
-The Tribe of Brightening Stars
-The Tribe of Flaming Amber
-The Tribe of Stinging Venom
-The Tribe of Golden Sunsets
-The Tribe of Storming Clouds
-The Tribe of Blooming Flowers
-The Tribe of Burnt Ashes
-The Tribe of Colorful Dragonflies
-The Tribe of Glittering Dew
-The Tribe of Sharp Tongues
-The Tribe of Burning Souls
-The Tribe of Blackened Spirits
-The Tribe of Bright Orbs
-The Tribe of Unknown Spirits
-The Tribe of Deadly Claws
-The Tribe of Blooming Roses
-The Tribe of Prancing Deer
-The Tribe of Bleeding Hearts
-The Tribe of Hollow Sockets (or eyes)
-The Tribe of Stabbing Fangs
-The Tribe of Bloody Claws
-The Tribe of Forever Midnight
-The Tribe of Upcoming Love
-The Tribe of Three Moons
-The Tribe of Blistering Paws
-The Tribe of Swirling Mist

Clan Names:

-BlizzardClan
-FoxClan
-MoonClan
-PetalClan
-RoseClan
-BlackClan
-StreamClan
-LeafClan
-MapleClan
-ShadeClan
-WaveClan
-AmberClan
-VenomClan
-ThornClan
-BrightClan
-SkullClan
-SlitClan
-DarknessClan
-SunClan
-SplashClan
-MountainClan
-LegendClan
-CloudClan
-DragonClan
-DewClan
-SharpClan
-SnakeClan
-GlisteningClan
-RoseClan
-ToothClan
-BurntClan
-BleedingClan
-DeathClan
-ZombieClan
-PierceClan
-HorizonClan
-SilenceClan
-ChemicalClan
-MetalClan
-RockClan

Credit to @wildface1010 for names:

-TimeClan
-EvilClan
-HauntedClan
-ToxicClan
-AngelClan

Medicine - Names and Uses

Medicine:

Alder Bark

Description: Bark of the alder tree.

Location: Grows mainly in boggy, wet terrain.

Usage: For tooth pain.

Effect: Eases toothaches.

Beech Leaves

Description: Large, broad leaves that can be serrated, entire or sparsely toothed.

Location: Grows in almost any soil that is not waterlogged.

Usage: By ThunderClan medicine cats for carrying other herbs.

Effect: None.

Bindweed

Description: Arrow-head shaped leaves with pale white or pink trumpet shaped flowers.

Location: Grows almost anywhere.

Usage: Fastens sticks to broken legs to keep them in place.

Effect: Unknown.

Blackberry Leaves

Description: Leaves from the prickly blackberry bush.

Location: Almost anywhere; they are very hardy plants.

Usage: These leaves are chewed into a pulp.

Effect: Eases the swelling of bee stings.

Borage Leaves

Description: It is easily distinguished by its small blue or pink star-shaped flowers and hairy leaves.

Location: Grows best in forests.

Usage: It is chewed and eaten by nursing queens.

Effect: It produces more and better milk. It also brings down fevers.

Burdock Root

Description: Tall-stemmed thistle with a sharp smell and dark leaves.

Location: Best in dry areas.

Usage: The root is dug up, the soil is washed off, and then it is chewed into a pulp.

Effect: Lessens and heals the pain of infected rat bites.

Burnet

Description: Has oval-shaped leaves with serrated edges. Stems grow 50-200cm tall, with large clusters of small flower buds on top.

Location: Usually found in dry, grassy meadows.

Usage: A traveling herb.

Effect: Is said to help stop minor bleeding on humans. Keeps a cat's strength up.

Catchweed

Description: A plant with fuzzy green balls on long stems.

Location: It is common in hedges and other low, shrubby vegetation.

Usage: The burrs are put on the pelt where poultices are.

Effect: Stops poultices from being rubbed off without hurting the skin.

Catmint

Description: A leafy and delicious-smelling plant.

Location: Rarely found in the wild; mostly found in Twoleg gardens.

Usage: Eaten.

Effect: Best remedy for the deadly greencough, which kits and elders usually catch in the season of leaf-bare. Can also be used for whitecough.

Celandine

Description: Yellow flower with four petals.

Location: Grows better on ThunderClan's territory, though it also grows on RiverClan's territory.

Usage: Juice is trickled into the eye.

Effect: Soothes damaged eyes.

Chamomile

Description: A small, white flower with a large, yellow center.

Location: Can be found in Twoleg gardens.

Usage: Eaten.

Effect: Strengthens the heart and soothes the mind. Also given to traveling cats for strength.

Chervil

Description: A sweet-smelling plant with large, leafy, fern-like leaves and small white flowers. The roots are described as being knobby and brown.

Location: In the Forest Territories, it was found at Snakerocks.

Usage: Chewed to extract the juice of the leaves or the root.

Effect: For infected wounds and bellyache, respectively. Can also be used during kitting.

Chickweed

Description: Tall-stemmed plant with fat, almond-shaped leaves.

Location: In the Forest Territories, it grew near Sunningrocks.

Usage: Eaten, such as catmint/catnip.

Effect: Treats greencough, though catmint is often preferred.

Cobwebs

Description: Long, thin, shiny strands spun into a web by spiders. Very common.

Location: All around the forest.

Usage: Press over wound.

Effect: To soak up and stop (or slow) the bleeding. It may also be used to bind broken bones.

Coltsfoot

Description: A flowering plant with yellow or white flowers resembling dandelions. Grows best in newleaf.

Location: Grows by a waterfall in RiverClan's forest territory. It also grows well in ShadowClan's lake territory.

Usage: Leaves chewed into a pulp.

Effect: Eases breathing or kitten-cough, as well as cracked or sore pads.

Comfrey Root

Description: It has large leaves, small bell-shaped flowers, which are pink, white, or purple, and fat, black roots. Tangy smell.

Location: Damp, grassy places.

Usage: Roots are chewed into a poultice.

Effect: Repairs broken bones or soothes wounds. Also used for wrenched claws. Can be used for itching or for inflammation on stiff joints.

Daisy Leaf

Description: Thick, dark green, oval shaped leaves.

Location: Almost everywhere.

Usage: Chewed into a paste.

Effect: Eases the pain of aching joints. It is also a travelling herb.

Dandelion

Description: Common yellow-flowered plant with long, hollow stems. After flowering is finished, the flower transforms a sphere made out of hundreds of smaller white florets with seed heads at the bottom that connect to the flower head.

Location: Almost everywhere.

Usage: The white liquid is thought to be applied to bee stings. Leaves can be chewed.

Effect: Thought to soothe and heal bee stings. Its leaves can also be chewed to act like a painkiller.

Dock

Description: Common, large-leafed plant with a tangy smell and taste.

Location: Doesn't grow well in mountains, best in leafy areas.

Usage: Chewed up and applied to scratches. Similar to sorrel.

Effect: Soothes scratches, though can sting when being applied. Soothes sore pads.

Feverfew

Description: Small bush with flowers resembling daisies. Has a sharp tangy smell and small soft leaves.

Location: Grows best along the water.

Usage: Eaten.

Effect: Reduces body temperature for cats with fever or chills. Also

heals aches and pains, especially good for headaches.

Goldenrod

Description: A tall plant with bright, yellow flowers.

Location: Grows well on the WindClan moors.

Usage: Chewed into a poultice.

Effect: Good for healing wounds.

Heather Nectar

Description: Nectar found in bell-shaped flowers.

Location: Best grown in shady areas.

Usage: Included in herbal mixtures.

Effect: Makes swallowing easier and sweetens mixtures.

Honey

Description: A sweet, golden-coloured liquid made by bees.

Location: In honeycombs or bees nests up in trees.

Usage: Eaten, or given by moss soaked in it.

Effect: Soothes infections, smoke-damaged or sore throats, helps cats swallow other concoctions, helps soothe coughing, and gives energy.

Horsetail

Description: A tall, bristly-stemmed plant, referred to with fleshy stalks.

Location: Any marshy area.

Usage: Chewed to a poultice, and applied to wounds.

Effect: Treats infections and stops bleeding.

Ivy Leaf

Description: Leaves from the ivy vine.

Location: Grows in the ThunderClan medicine den.

Usage: By ShadowClan medicine cats to store other herbs.

Effect: None.

Juniper Berries

Description: Purple-blue berries from the dark green, spiky-leaved juniper bush.

Location: Grows in places that are not wet.

Usage: Chewed and eaten.

Effect: Soothes bellyaches, gives strength, and helps troubled breathing. It is also used to help calm cats.

Lamb's Ear

Description: Soft, fuzzy green plant.

Location: Commonly found in the mountains.

Usage: Unknown.

Effect: Gives a cat strength.

Lavender

Description: A small purple flowering plant.

Location: Grown in Twoleg gardens. Can also be found in sunny spots with sandy or gravelly soil.

Usage: Unknown.

Effect: Cures fever and chills. Also a herb used to hide the scent of death.

Mallow Leaves

Description: Large fuzzy three-nubbed leaves from a flowering shrub; sweet rose scent.

Location: Grows best near shore, but best collected at sunhigh, when they are dry.

Usage: Eaten.

Effect: Soothes bellyache.

Marigold

Description: A low-growing flower; yellow to bright orange.

Location: Near water.

Usage: Petals or leaves chewed in a poultice. Juice can be used as well.

Effect: Stops infection. Stops bleeding. Used for inflammation of stiff joints.

Mint

Description: Downy, serrated leaves ranging from green to purple and yellow in colour. Flowers are small and white or purple in colour.

Location: Patch beside ThunderClan nursery in the Forest Territories.

Usage: Rubbed on a dead body.

Effect: Hides the scent of death.

Mouse Bile

Extracted from the mouse. The only remedy for ticks, mouse bile is

foul smelling, and is stored in moss. When dabbed on a tick, the tick falls off. Smell can be masked by wild garlic, or by washing paws in running water. If accidentally swallowed, can leave a horrible taste in mouth for days. Medicine cats always have to remember to wash their paws in a body of water, such as a creek or stream, after using mouse bile.

Dried Oak Leaf

Description: Round, cartoon-like ruffled leaves.

Location: All over the forest floor and collected in leaf-fall.

Usage: Unknown, but it is stored in a dry place.

Effect: Stops infection from setting in.

Parsley

Description: A long-stemmed plant with ragged-edged crinkly leaves, Sharp scent, tastes cold and fresh, tastes the same fresh or dried.

Location: Grows best in moist, well drained soil, with full sun.

Usage: Eaten.

Effect: Stops a queen from producing milk if her kits die, don't need milk anymore, or are producing too much milk. Also used to cure bellyache.

Poppy Seeds

Description: Tiny, round black seeds that are shaken out of a dried poppy flowerhead.

Location: All over forest.

Usage: Chewed on.

Effect: They can help a cat sleep, soothe shock or distress, or ease pain. Not recommended for nursing queens.

Ragwort Leaves

Description: Tall shrub with yellow flowers. Tastes foul to cats.

Location: Almost everywhere, especially in cool areas with high rainfall.

Usage: Crushed and chewed; mixed with juniper berries, it can help aching joints.

Effect: Treats aching joints and keeps a cat's strength up.

Ragweed

Description: Ragged-leaved plant resembling a fern.

Location: Thought to be commonly found in the mountains.

Usage: Thought to give cats strength.

Effect: Like lamb's ear, ragweet gives a cat extra strength and energy.

Raspberry Leaves

Description: Soft to the touch, but with jagged edges.

Location: Found on raspberry bushes.

Usage: It could be a painkiller or help stop bleeding during kitting.

Effect: Could possibly ease pain or stop bleeding.

Rosemary

Description: Tall with needle-like leaves and purple flowers.

Location: Near the ThunderClan warriors' den in the forest territory.

Usage: Put on the pelt of the dead to prepare for burial.

Effect: Hides the scent on death.

Rush

Description: It has long narrow leaves and lavender-colored head stalks.

Location: Often grows in infertile soils in a wide range of moisture conditions.

Usage: Used to mend broken bones.

Effect: Helps hold a broken limb in place, such as casts for Twolegs.

Snakeroot

Description: The best remedy for poison, especially a snake bite.

Location: Grows mainly in warmer areas, however some grow in cooler areas.

Usage: Thought to be applied to wounds.

Effect: Thought to heal poison.

Sorrel

Description: Similar to dock, sorrel is used as a traveling herb.

Location: Can be found near Twoleg nests.

Usage: Eaten.

Effect: Traveling herb.

Stick

Description: Thin wooden protrusions that grow on and fall from trees.

Location: Can be found anywhere there are trees.

Usage: Cats in pain bite it when other medicine is either unavailable or not recommended. Also used to help broken legs heal.

Effect: Distracts cats from pain. Recommended for queens giving birth.

Stinging Nettle

Description: It has green, spiny seeds.

Location: All over the forest.

Usage: The seeds are eaten by a cat who's swallowed poison, or the leaves are chewed into a poultice for a wound.

Effect: Induces vomiting, or brings down swelling, respectively. Can be mixed with comfrey to help heal broken bones. Helps with wounds.

Sweet-Sedge

Description: Thick green stem with long buds at the top.

Location: Grows all through leaf-bare. Most common around the RiverClan camp.

Usage: Must swallow the sap.

Effect: Eases infection.

Tansy

Description: The tansy plant has round, yellow leaves, and has a very sweet and strong scent, making it good for disguising a cat's scent.

Location: Found in the forest and near Twoleg places.

Usage: To be consumed, but only in small doses.

Effect: Cures coughs. Can be used to cure wounds and poisons. Stops cats from getting greencough. Soothes throats.

Tormentil

Description: It has a strong, aromatic scent to it and a sharp taste.

Location: Found in most cool or cold areas, but other types may be found in gardens.

Usage: Chewed and put on the wound.

Effect: Its root is good for treating all wounds and extracting poison.

Thyme

Description: Small, delicate, thick, sticky leaves with a fresh tang.

Location: Best in hot, sunny places.

Usage: Chewed on.

Effect: Calms nervousness, anxiety, and cats who are in shock.

Watermint

Description: A green, leafy plant.

Location: Usually found in streams or damp earth.

Usage: It is usually chewed into a pulp, and then eaten.

Effect: Eases the suffering that originates from a bellyache.

Wild Garlic

Description: Due to its strong smell, it is good for hiding the scent of a certain Clan, and disguising cats on raids.

Location: Not far from the forest entrance in the ThunderClan camp.

Usage: One must roll in it.

Effect: Prevents infection, especially rat bites.

Willow Bark

Description: Bark of the willow tree.

Location: Grows near Twoleg nests.

Usage: Unknown.

Effect: Eases pain.

Willow Leaves

Description: Leaves of the willow tree.

Location: Unknown.

Usage: Eaten.

Effect: Stops vomiting.

Wintergreen

Description: Easily identifiable by its red berries.

Location: Oak-pine woods and sandy habitats to sub-alpine places.

Usage: Unknown.

Effect: Treats wounds and some poisons.

Yarrow

Description: A flowering plant.

Location: Snakerocks in forest territory.

Usage: Its leaves are chewed into a poultice that can be given to cats or applied to a wound depending on the situation.

Effect: Extracts poison from wounds. Will make a cat vomit up toxins. The ointment will soften and help heal cracked pads.

***

Poisons:

Deathberries

Description: Red berries from the dark-leaved, poisonous yew bush.

Location: The ravine in the ThunderClan forest territory.

Usage: Sometimes used to kill other cats by making them eat the berry.

Effect: Kills a cat within minutes when consumed.

Deadly Nightshade

Description: A small shrub with faintly scented, bell-shaped flowers that are purple tinged with green in color. Berries are shiny and black when ripe.

Location: Moist, shady places. Often grows in places where the soils are rich in limestone.

Usage: To kill a cat who cannot be saved quickly.

Effect: Death.

Hollyberries

Description: Plant with spiny leaves that produces red berries with no medicinal value.

Location: Forests.

Usage: Unknown.

Effect: Death.

Foxglove Seeds

Description: Tiny, black seeds from the bell-shaped flower of the foxglove plant.

Location: Almost everywhere, especially in temperate regions.

Usage: They are used to treat the heart.

Effect: They can easily cause paralysis and heart failure.

Water Hemlock

Description: Green or white flowers with petals in umbrella-shaped clusters.

Location: Wet marshy areas.

Usage: Unknown.

Effect: Causes writhing and foaming at the mouth.

Help with Medicine #2

Medicine Cat Code:

-Medicine cats are allowed to cross territories.
-Medicine cats cannot have a mate or kits.
-Medicine cats may cross territories to help another Clan.
-Medicine cats must learn some battle moves.
-Medicine cats must do everything they can to help a cat or a kit in need.

Poisons:

Apple Seeds - The seeds are mildly poisonous, containing amygdalin.

Chocolate - Contains theobromine at levels toxic to cats and dogs.

Deathberries - Are extremely poisonous species of red berries; are known to humans as yew berries.

Holly Berries - While not as dangerous as deathberries, are still a danger to kits and elders.

Foxglove Seeds - Are known to be dangerous medicine. While they can help the heart, they can easily cause paralysis and heart failure. Can be mistaken for poppy seeds.

Nightshade - Twenty berries consumed can kill you, cause memory loss or incapability of learning. Use to kill a cat who cannot be saved quickly.

White Snakeroot - All parts are poisonous, causing nausea and vomiting.

Yew - Can be used to contract poison as a medicine, or causing vomiting if consumed.

Sicknesses:

Cough - A sickness that is like a human cold. Symptoms are just coughs and sneezes, though can be dangerous to kits or young cats. The best treatment is Tansy.

Greencough - A sickness similar to pneumonia that is often rampant among the Clans in leaf-bare. Symptoms include wheezing, coughing, puss excreted from the eyes, sneezing, fever and green phlegm streaming from the nose. The best remedy is Catmint and Feverfew.

Whitecough - A mild sickness like a cold. More common than greencough, but can become greencough or even blackcough. Symptoms include sneezing, coughing, white phlegm streaming from the nose and a slightly high temperature. The best treatment is Catmint.

Blackcough - A fatal sickness that spells certain death for any cat who catches it. Symptoms are intense chest pain, wheezing and coughing. It is a rare sickness for the cats and the best treatment is Catmint.

Chill - A very mild ailment usually caused by very cold weather or falling into icy cold water. Much like whitecough, but with cold chills instead of fever. The best treatment would be Catmint, Feverfew or Lavender.

Cracked Pads - A painful ailment usually seen in elders. The pads on the paws of a cat crack from the cold or dryness and if untreated can lead to infection. Symptoms include swelling of the paws and pain. The best treatment is Marigold, Dock or Poppy Seeds for pain.

Aching Joints (basically arthritis in cats) - Caused by old age and/or damp weather. Symptoms include pain and stiffness. The best treatment is anything that cures pain other than Poppy Seeds.

Bleeding - Blood loss due to injury, such as a wound sustained in battle. Severity depends on how deep the wound is. The best

treatment is Cobwebs pressed onto the wound - pressure is the key.

Posioning - The case of eating Deathberries, poisoned fresh-kill, or a snakebite. The best treatment is Yarrow, Stinging Nettle, and in case of a bite by a snake/adder, use Snake Root.

Healing Treatments and Mixtures:

Broken Bones - Wrap in Cobwebs, put on Comfrey pulp, use Poppy Seeds to dull pain.

Deep Wounds - Cobwebs, Marigold or Horsetail.

Displaced Joints - Give Poppy Seed and wait for effect. Then have the cat bite a stick while you give the leg a tug and hear it click into place. Give them another Poppy Seeds so they sleep.

Hurting Throat - Honey is best, but water can work as well.

Posion - If the poison has been eaten, give the cat Yarrow leaves so they vomit it up, have them vomit onto Dock leaves.

Prevent Infection and Soothe Pain from Burns - Comfrey and Honey.

Poultice for Aching Joints - Ragwort Leaves and Juniper Berries.

Poultice for Broken Bones - Stinging Nettle and Comfrey.

Rat Bites - A poutice of Burdock Root with Cobwebs on top, and Horsetail if it is available.

Minor Scratches - Marigold or Horsetail.

Shock - Thyme or Charmomile. Lick for to comfort, give water and Poppy Seeds.

Strengthening Herbs - Tansy, Watermint or Feverfew.

Toothache - Alder Bark.

Traveling Herbs - Charmomile, Burnet, Daisy Leaves or Sorrel. Lambs Ear and Ragweed also work.

Wrenched Muscles - Comfrey and/or water therapy.

Healing Remedies without using herbs:

Gently Nip Spine or Poke with Claw - This tests to see if the backbone is broken, if they don't feel anything then it is broken.

Lick Fur - It cleans wounds, brings down shock and warms up a cold cat - always lick the fur the wrong way.

Moss Soaked in Water - Sick or injured or weak cats can drink and can be used to cool feverish cats. It is also helpful in kitting.

Rosemary, Mint - Used to lighten the smell of death of a recently dead cat, used for burial and is respectful.

Sweeten Herbs - Nectar, Honey or Mouse Blood.

Water Soaking - Hold swelling wound in cold water, it takes down swelling and also soothes scraped pads.

Water Therapy - Have a cat with weak or hurting muscles or bones wade in water, eventually they'll get stronger.

Wailing, Yowling - If the cat doesn't have a sore throat and they have a illness, its the best for them. It keeps their lungs and chest clear.

Non-Herbal Treatment & Herb Care

Other Non-Herbal Treatments:

1. Gently nipping a cat's spine or poking it hard with a claw tests to see if the backbone is broken. If the subject does not feel the nip or poke, then the spine is broken. Many times a medicene cat will have to poke/nip the subject multiple times in different places to find the break.

2. Licking a cat's fur can help clean wounds, comfort/calm down a shocked or grieving cat, and warm a cat who has become very cold. (Lick the cat's fur the wrong way to do this. The last method is most often used on kits.)

3. Soaking moss in water and holding the dripping moss before a sick, injured or weak cat makes it easier for them to drink. Soaked moss can also be used to cool feverish cats.

4. Rosemary or mint can be used to lighten the death-scent of a dead cat before burial.

5. Using nectar, honey or mouse blood can make herbs sweeter and more appealing to cats-therefore making it easier to take the medicine.

6. Holding a swelling wound in cold water takes down swelling. Cats can also soothe scraped pads by soaking them in water.

7. A cat with weak or hurting muscles/bones can take part in water therapy. Have them wade in water that is not too deep or shallow, and eventually they'll get stronger.

8. Having a sick cat wail or yowl keeps their lungs and chest clear of mucus.

Taking Care of Your Herbs:

Here is how a medicene cat should keep their herbs fresh and useable.

-If any herbs are wet, leave them out in the sun until they dry.

-Gather fresh herbs when your stock gets low.

-Leave enough of the herb on the plant you use for gathering it so it can reproduce.

-Check your store often and throw out old herbs or herbs that have lost their healing qualities.

Diseases and Injures

While I was researching more medicines, I found this! Hope it helps!
I'm including some spoilers, so **BEWARE**

Diseases

Chest Infections~

Whitecough and **greencough** are the most common chest infections known to the Clan cats. Whitecough is the milder form, but if untreated, it can develop into the much more severe greencough. Cats usually catch it during **leaf-fall** and **leaf-bare**, and sometimes it develops into large-scale epidemics. It can be fatal for elders and kits, and it has claimed the lives of several cats. It spreads quickly and is **highly contagious.**

Medicine cats treat it using catmint. The first ThunderClan medicine cat, Cloudspots, found out that this was the best remedy. If fevers accompany the cough, **tansy** or **borage** is used as well.

In Moonrise, Mothwing mentions blackcough as a form of chest infection; however, no cat in the series is known to have contracted blackcough. Blackcough symptoms are such as **expelling blood, high fever, and coughing.**

*****

Poisoning ~

Poisoning is the ingestion of a substance that causes harm to the body, such as:

-Eating or drinking poisonous substances or plants such as **deathberries.** Kits are the ones who usually fall victim to this, being curious and unaware of the danger.

-Eating poisoned or rotten prey or drinking tainted water.
-Inhaling too much smoke from a fire.
-Being bitten by a venomous animal such as a snake.

If only a small quantity of poison is ingested, the cat usually just receives a bellyache, but larger amounts can cause death. Medicine cats treat these **bellyaches** with **yarrow** or **nettle leaves**, while **mild bellyaches** can be treated with **juniper** or **watermint**. If a cat has been severely poisoned (as in eating deathberries, as Sorrelkit does in The Darkest Hour) he/she may become **unconscious** for a length of time.

*****

Rat-Borne Infections ~

The cats sometimes fall victims to **infections carried by rats.** One of these infections is called **Carrionplace Disease**. ShadowClan had once fallen severely ill because of the rats. **Burdock root** is used to **stop infection** from rat bites.

*****

Loss of Sensory Perception ~

A cat may lose his or her eyesight or hearing due to old age as One-eye of ThunderClan did before her death or from accidents and infections, or birth defects. These conditions usually **end their career as a warrior**, as they cannot hunt or fight efficiently, and must retire as elders. Kits born with defects usually die young, unless they have special skills compensating it, like in Jayfeather's case. Kits that are **white with blue eyes have a higher chance of being born deaf**, like Snowkit.

*****

Joint Aches ~

A condition usually associated with elders, the **joints gradually degenerating with age**, causing pain and difficulty to move. **Damp environments** can cause the **appearance of this condition**, so apprentices must make sure that the moss they gather for bedding is

completely dry. It is usually treated using **daisy** or **ragwort** poultices.

*****

Toothache ~

A toothache is caused by a **cracked tooth, cavities, or an infection in the mouth**. **Alder bark** is used to soothe the pain.

*****

Fever ~

Fever is an abnormally high temperature of the body. It is **not a disease** in itself, but it usually signs the presence of an **infection**, such as **greencough or an infected wound**. If needed, it can be treated with **feverfew**, **borage** or **lavender**.

*****

Chill ~

Chills are mostly associated with **cold weather or being submerged in cold water** for a long period of time. Although this condition is mild and is **not** a disease, it has claimed the lives of Mosskit and Hollykit. Kits and elders are more at risk of dying when they get a chill. **Licking a cat's fur the wrong way gets the blood flowing again**. A poultice of **lavender**, **catmint** and **feverfew** is also a good remedy.

*****

Other Diseases ~

Several other diseases were mentioned in the books; **however, the cats do not have names for it.** Examples include the conditions of **Pebblefur, Shellheart, and Tawnyspots.**

Injuries

Wounds~

Wounds are injuries when the **skin and the muscles beneath are torn, cut, or punctured**. They may put a cat's life in danger due to **blood loss, infections, or the damage of the organs**. Wounds are the most common injuries, due to the cats always fighting enemy Clans, badgers, or foxes.

Minor wounds heal on their own in no time, but severe wounds must be treated by a medicine cat. This treatment includes **cleaning it thoroughly with the tongue, stopping the bleeding by pressing cobwebs on it, and applying poultices to prevent infection and help it to heal**. Herbs used in the poultices include **goldenrod**, **marigold**, **burdock root** or **(in the case of rat bites) wild garlic**. If the wound becomes infected, **chervil** or **horsetail** is used as well. The pain can be eased with **poppy seeds** or **willow bark**.

*****

Sprains~

Sprains are injuries to **ligaments of a joint**, caused by being **stretched beyond their normal capacity and possibly torn**. It causes severe pain and decreased ability to move the joint. The cat **must rest for several days**.

*****

Joint Dislocation~

Joint dislocation is the **displacement of a bone from its normal joint**. Medicine cats treat this condition by **first feeding the patient poppy seeds** to make them sleepy so they don't feel it as much, and then **forcing the limb back into the joint**.

*****

Cracked Pads~

The paw pads may crack while **walking long distances** on hard surfaces, or **due to cold weather**. Elders are especially prone to

this condition. It is treated with a poultice of **coltsfoot** or **yarrow**. **Dock leaf** poultices are also used to **cool cracked pads**.

*****

Broken Bones~

A broken bone is usually the result of an accident, such as **falling down from a high place, or being hit by a monster**. Cats most often break their legs, and while medicine cats try to bind the bone with cobwebs, the injury **usually results in the cat remaining crippled** for the rest of his or her life. **The only cat known to fully recover after breaking a leg was Cinderheart**. A more severe injury is when a cat breaks his or her **backbone**. This results in the cat being unable to feel or move parts of his or her body. If the break is bad enough the cat will be killed on or shortly after impact. Briarlight broke her backbone, and as a result, her back legs no longer function. Wildfur also broke his **backbone, and since he only sat in his nest all day, he got fluid in his lungs and eventually died from not exercising.**

Reasons for Deaths

Again, not a lot but it's something...

-Eagle, hawk, or other bird takes away

-Fox, dog, badger, snake, etc

-Battle

-Greencough (kits or elders)

-Stolen for anther Clan/Tribe and killed

-Drowns or was drown

-Another cat is out for revenge on that cat and he dies

-Vice-versa ^

-Watches a cat chase prey onto Thunderpath, dives in and saves him, dying by a monster

-Rat poison

-Eats medicine herbs that are highly poisonous (watermint, death berries, etc)

-Starved in leaf-bare

-Ate poisoned crow-food

-Crushed by a tree

-In a fire: either burnt to death or breathed in too much smoke and choked to death

-Fell from a cliff or steep hill and hit skull on the ground

-Murdered: slash to the throat, killing bite to the neck, etc

-Froze to death (kit ran away or something)

-Large snake strangles the cat

-Pushed/slipped off a cliff

Need Story Ideas?

Fanfics:

- Your version of your fave character's life
- Make your own Tribe
- Make your own Clan
- Put your own Tribe/Clan in with the four Clans
- Make a second Clan for SkyClan
- End of Clans
- Continue your way of the Clans
- Create a different way for the Clans/Tribe to live
- Make short stories about couples
- Make StarClan die
- Make more cats go to the Dark Forest
- Make a twist happen (Brokenstar rules Clans, Scourge rules Clans, etc)

-Your version of a real published story (by Erin Hunter)
(Thanks to @wildface1010 :3)
-You're a cat in this world and you find a cave with a moonstone type rock/crystal and you are brought to into the Warrior Cat world
-Vice-versa ^ ~ the Warrior Cats are somehow brought to you

Plot Ideas

The story starts out in a morning through an apprentice's point of view. It's the day of the Gathering. This is the apprentice's third Gathering, but it's still exciting to them. They fidget while they're training and hunting all day. Finally the Gathering comes. The warriors go to the Gathering place, and it begins. Then, right as a leader is announcing a new warrior, a loud yowl is heard. The cats hurry over to the source of the noise and see a dead, bloody warrior laying on the ground. The murderer is nowhere in sight. From here, it's one giant mystery the apprentice solves. It can just be a mystery, or you can add the twist that there a cat that is falsely accused.
~ ~ ~ ~ ~

For some drama, have another Clan steal one of the kits. The reason is up to you, but ideas could be that another Clan had an argument with [Name of leader] and [Name of leader]'s Clan, so they want revenge; or it could be simply because that other Clan is in need of kits or something. They could do it so sneakily that no cat knows what happened and simply think that a fox or a hawk got the kit. Then when the remaining kit becomes a warrior, he/she could meet his/her littermate at a Gathering, and somehow they work out that they are littermates (maybe they look alike, or their personality is similar, or they think each other is familiar, you decide).
~ ~ ~ ~ ~

My main cat Hawk, a loner, basically became possessed, turning his fur black and having red eyes. He went and passed this along to other cats, and they all became blood-thirsty and such, forgetting who they were. (I know there was a deeper reason because right now, they seem like vampires but wuteva). And then at the very end, Hawk saw his past love, a house cat who had joined a clan, and he began to remember all about his past life and he turned back to normal. And then everyone else turned back.
There was probably a prophecy somewhere too - I made this up a while ago and I fuckin can't remember it xD sorry
Lemme just make one up: Darkness will change the ones around

you but will go back as he sees his love? idk xD
~ ~ ~ ~ ~

The Clan breaks out in a savage illness, one without a known cure. Lots of cats die.
There is a prophecy that foretells four cats who will rise to rid the Clan of illness and save everyone.
So they travel to the place StarClan told them to in the prophecy, following clues, and finally find the cure, and bring it back to save everyone.
The prophecy you could use:

"The Silver Circle, ruler of the night, shining with glory and light.
Approach its might and be given the cure, to make all cats pure.
It resides where light hides, under the cloak of black and white."

"The Silver Circle" is the moon. Approach the moon and be given the cure to kill the illness.
"It resides where light hides", refering to night, where the sun hides.
"Under the cloak of black and white", refering to when the sky is dark at night, but the moon and stars light it still.
I named the illness, "The Dark Flame."
~ ~ ~ ~ ~

Another prophecy foretells of an unknown, dangerous thing rising and killing a bunch of cats.
Three apprentices/warriors receive the prophecy. They sneak and snoop around and learn what the prophey means, and what the creature is. And they learn that there is only one night it can be destroyed- on the full lunar eclipse of the moon, that only happens every thousand years.

The creature can be some sort of dark, evil wolf-like form that rises, and escapes from the Dark Forest/The Place of No Stars. The souls of the cats it kills are asorbed within it and after the thing kills fifty cats, fifty souls, it returns to the Dark Forest, trapping them with it and using them for something evil.
~ ~ ~ ~ ~

Quick plots:
•Two leaders fall in love

•Two Clans are in war and won't stop until the other stops
•A Clan has water shortage and no one will help them out, so they sneak into another Clans territory and steal prey and water
•A large group of rogues come and make themselves home to the territories, causing trouble, and refuse to move without a fight

Battle Reasons

Sorry that there isn't much... just trying to keep the book going with more stuff...

-Crossing borders

-Stealing prey

-Stealing kits

-Thinking someone from another Tribe/Clan killed a cat of theirs but it was really something else.. (Eagle, hawk, etc)

-Stealing territory

-Wanting more territory

-Wanting a random fight

-Hate for the Clan/Tribe

-Try to run the Clan/Tribe out of their territory

-For revenge

-Wanting something back

-A fake StarClan told them too

-Stealing herbs from another Clan during leaf-bare

Anything you want?

Want some ideas but I haven't written any?
Tell me in the comments!
I'll get back to you whenever I can.
yeay more chapters ^_^

Bored of goody-two-shoes Clan cats? Want a fan-fiction of Tribes? Well I've got a story for you! The Tribe of Rotting Skulls is full of adventure, death and cats!

And if you were interested in that, well read The Start of Tribe of Rotting Skulls and how they all began.

;D

Powers Sent From StarClan

Let's say your main character gets granted a power or two from StarClan or whoever your Clan/Tribe's Heaven is.

Powers:
1) Cannot die in battle

2) Lion roar

3) Levataion

4) Can see and hear in places that no one else can see or hear in (unless they're there)

5) Able to heal others with a touch of their paw in the area they're in pain

6) Able to smell prey unseen and unheard

7) Can't die from starvation

8) Faster then a hawk diving for its prey

9) Mind reading

10) Bring back the dead

11) Go into others dreams

12) See the future/go into the future/past

13) Talk to dogs, badgers, humans, etc.

14) Able to jump farther then a rabbit

15) As fast as lightening

16) Invisiblity

17) Shape shift into anything (real/not real)

Reasons to be Given the Powers (in order of list of powers):
1) Need to be alive to fight in a battle that must be fought and won

2) Large dogs will come into their territories and they need to scare them off our the Clan/Tribe's will die

3) When a rock slide falls into camp, your main character is given the power or levitation to fix it

4) To keep watch if Twolegs are coming, for the prophecy says they'll be destroying the territories

5) When a battle comes and cats are dying, your main character needs to use his/her power of healing

6) Through the harsh leafbare, prey goes scarce and your main character is left to hunt for the Clan/Tribe to save them from starvation

7) When leafbare comes with snow and the cold, prey runs under ground and your cat must try to save them by staying alive and getting prey from elsewhere

8) Dogs come to the territory and to save the Clan/Tribe, your main character have to get them to chase you and with that amount of speed, he/she can out run them

9) When StarClan warns your main character about an evil cat, your main character must find out what everyone's thinking in order to help

10) When a prophecy is miss taken, the only cat who could save the Clan/Tribe is killed and your main character must bring him/her back from the dead by using preaches and medicine and the moonpool

11) This one just for fun XD

12) Unsure of a prophecy, your main character looks to the future to see what happens and when StarClan finds out he/she's doing it,

they make a fake future and then all goes wrong

13) Having to travel away for a new home or in search of something, your main character has to be able to talk to other animals to figure out where they're going

14) Have to get across a river or gorge or cliff to cliff to get somewhere

Prophecies

Well, I'm going to see how this goes. This is actually gonna be tough; I always had trouble with making up prophecies (thats why I usually don't bother doing them) xD
****

Prophecies:

-Watch out, for dark is coming and with him comes death. *A cat named Death - or switch it, whatever - brings along his army of cats who have prepared for this moment for seasons upon seasons, finally taking his revenge out on a certain cat in the Clan/Tribe.*

-The shadows and rivers are rising, the thunder is quieting, and the wind is calming. A [colored cat here, **example: the cat as silver as the moon**] will take the lead and together, thunder and wind will combine once again. *I think you get when I mean... Right?*

-The end is near, and only one cat is capable of saving the Clans/ Tribes. The [colored cat here, **example: the cat with golden fur**] will come and help bring the end to its own end. *A loner/rogue, maybe once exiled or thought was dead, gets caught by the Clans\Tribes and is begged for help. The end has already started, souls of the long forgotten coming from every direction.*

-The shade of the maple tree will rise once again, coming for the revenge of the ones who made it fall. *Mapleshade rises with more power (actual powers) and tries to take over the Clans. The Prophecy is only a warning; StarClan knows someone will find a way on their own. You make up how it ends.*

-Everyone thought the evil, danger and battles were over, but the darkness hasn't been put away for good. Evil is rising once again, but far more tougher. *The Dark Forest remainders brain wash cats completely to do as they say and work and train until they collapse. The Clans take it out on ShadowClan (or the 'evil' Clan\Tribe you made up) but then realize what truly happens. You make up the ending. ;3*

-Night and snow will combine to become the deadliest ever. Death will be caused everywhere and the survivors will be The Chosen Ones. *Your Clan\Tribe will take it out on any cats with the name 'snow' or 'night' in it, killing them or exiling them. But really, its the weather they were talking about. 2 moons of nothing but snow, wind and the darkness of night cause deaths everywhere from freezing to death, sickness and starvation. 5-10 survivors are chosen for something. [I honestly have no sweet clue what that something would be..]*

I might get back to this again and update it with more, but I highly doubt it... Sorry if their aren't enough! I hope I helped :)

P_A83 out!

Warrior Cat Name Generator

This is for fun just for fun guys haha i donno what else to do for this damn story-thingy so this is another part for yas

****

-Different Name Generators-

Favorite Music Genre:

Rock/Metal: Dark (no offense i love it ; - ;)
Pop: Bright
Country: Flower
Classical: Wind
Rap: Rabbit
Dance/Electronic: Star
Other: Water

Favorite Season:

Winter: snow
Fall: leaf
Spring: blossom
Summer: sun

Mine~ Darkleaf

First Letter in your First Name:

A- Acorn
B- Bumble
C- Cherry
D- Dagger
E- Electric
F- Flame

G- Grass
H- Honey
I- Ice
J- Jaguar
K- Karma
L- Lilac
M- Mountain
N- Night
O- Owl
P- Pebble
Q- Quiet
R- Rush
S- Scar
T- Tree
U- Shimmer
V- Vixon ;D
W- Wind
X- Xaviar
Y- Yen :|
Z- Zebra :|

Month of your Birthday:

January- berry
Febuary- cloud
March- death
April- rain
May- claw
June- fur
July- sunshine
August- fire
September- quiet
October- frost
November- shimmer
December- ivy

Mine~ Mountainivy

Hair Color:

Black- Dark
Brown- Soft
Blond- Yellow
Colored- Spirit
Other- Leaf

Eye Color:

Hazel- spiral
Blue- water
Green- grass
Brown- bramble
Colored (contact lens)- rainbow

Mine~ Darkrainbow but actually its Yellowspiral

Favorite Color:

Black- Black
White- White
Blue- Blue
Red- Red
Pink- Rose
Purple- Horizon
Yellow- Moon
Orange- Sun
Green- Leaf

Favorite Animal:

Cat- claw
Dog- tooth
Zebra- stripe
Lion- roar
Cheetah- spot
Tiger- death
Wolf- fang
Scorpion- poison
Other- shine

Mine~ Bluespot and also Blackfang

The Most Appealing Band Name:

Bring Me the Horizon- Horizon
Suicide Silence- Silent
Asking Alexandria- Roar
Pierce the Veil- Pierce
Panic! At the Disco- Cloud
Sleeping with Sirens- Night
30 Seconds to Mars- Star

Favorite Holiday:

Halloween- scream
Christmas- snow
Valentines Day- heart
Easter - hop
None- gloom

Mine~ Horizonscream or Silentscream

Year of Birth:

2003- Sheep
2002- Horse
2001- Snake
2000- Dragon
1999- Rabbit
1998- Tiger
1997- Ox
1996- Rat
1995- Pig
Other- Leopard

Favorite Element:

Air- Wind

Fire- Flame
Earth- Tree
Water- Ocean

Mine~ Dragonwind

First Letter in your Last Name:

A- Azure
B- Burr
C- Cloud
D- Danger
E- Emerald
F- Fire
G- Glow
H- Harvey
I- Icicle
J- Jungle
K- Kill
L- Lava
M- Magma
N- Night
O- Ocean
P- Phoenix
Q- Quall
R- River
S- Star
T- Tiger
U- Unknown
V- Vix
W- Water
X- Shadow
Y- Yelp
Z- Lilac

Birthstones:

garnet
amethyst

aquamarine
diamond
emerald
pearl
ruby
peridot
sapphire
opal
topaz
turquois

Mine~ Magmaturquois o.O

Least Favorite Cat:

Firestar- Water
Bluestar- Red
Tigerstar- Leopard
Scourge- Blood
Goosefeather- Rabbit
Leafpool- Blossom
Brokenstar- Bright
Tallstar- Small
Blackstar- White
Jaggedtooth- Fang

Favorite Rank:

Leader- star
Deputy- tooth
Medicine Cat- leaf
Warrior- claw
Apprentices- patch
Kit- sun
Queen- heart
Elder- foot

Mine~ Leopardsun or Waterclaw

Favorite Pokèmon Type:

Dark- Dark
Ghost- Ghost
Grass- Leaf
Fire- Flame
Water- Wave
Physic- Spirit
Electric- Lightning
Light- Bright
Fairy- Pink
Earth- Grass
Normal- Tiger
Other- Leopard

Favorite Super Power:

Breathing Underwater- water
Use of Elements- fire
Strength- greed
Speed- cheetah
Great Senses- ear
Flexibility- tail
Flight- wing
Shape Shift- nose

Mine~ Darknose and Ghostwater

Warrior Cat Name Generator 2!

Favorite Book Super Edition Book ~

Tallstar's Revenge: Sparrow

Yellowfang's Secret: Lizard

Crookedstar's Promise: Water

SkyClan's Destiny: Rock

Hollyleaf's Story: Black

Cloudstar's Journey: Dove

Mistystar's Omen: Minnow

Firestar's Quest: Fox

Tigerstar's Fury: Tiger

Leafpool's Wish: Vine

Bramblestar's Storm: Cloud

Dovewing's Silence: Snake

Place You Live in ~

North America: heart

South America: leaf

Asia: smoke

Europe: tail

Africa: blood

Australia: foot

Mine: Blackheart/Sparrowheart/Tigerheart

Hair Color ~

Blond: Light

Dirty blond/Strawberry blond: Leaf

Natural Red: Red

Brown: Bracken

Black: Dark

Colored: Rainbow

Eye Color ~

Hazel: cloud

Brown: claw

Blue/greyish blue: stream

Green: ivy

Mine: Now; Darkcloud, Before; Rainbowivy, Original; Leafcloud

---

Favorite Breed of Cat ~

Russian Blue (Bluestar, a dark shade of blue): Blue

Turkish Angora (fluffy tails): Cloud

Turkish Van (fluffy tails): Fluffy

Scottish Fold (folded ears, big eyes): Kink

American Shorthair (regular cats): Storm

American Curl (curled ears): Twisted

Bombay (lean, skinny, pretty): Crow

Maine Coon (fluffy with an M on it's forehead): Tiger

Manx/Bobtail (known for no tail, Berrynose): Berry

British Shorthair (fluffy and big): Grey

Abyssinian (big ears): Shine

Ragamuffin (very fluffy, lionlike mane): Lion

Siamese (skinny face, skinny and sneaky in general): Snake

Himalayan (flat face, fluffy): Ghost

Favorite Tv Show ~

The Walking Dead: death

Doctor Who: leaf

My Little Pony: dash

Pokémon: ball

Breaking Bad: chemical

The Amazing World of Gumball: feather

Supernatural: skeleton

Other: tail

Mine: Twisteddeath/Bluedash/Ghostdesth/Berrydash

Favorite Color ~

Red: Cherry

Blue: Ocean

Purple: Horizon

Yellow: Sun

Green: Ivy

Orange: Deer

Pink: Rose

Black: Ebony

White: Light

Other: Flame

Favorite Animal ~

Cat: whisker

Dog: growl

Wolf: fang

Cheetah: spot

Panda: glow

Mouse: fur

Owl: beak

Hawk: wing

Horse: blade (as in grass xD)

Badger: stripe

Snake: venom

Deer: hoof

Other: jaw

Mine: Ebonywhisker/Horizonfang/Oceanvenom/Cherryhoof

Most Appealing Song Name: ;3

Shadow Moses: Shadow

Crooked Young: Crooked

You Only Live Once: Star

Tangled in the Great Escape: Glint

Chasing Rainbows: Rainbow

Alligator Blood: Alligator

Reckless & Relentless: Hawk

Sleep With One Eye Open: Owl

Hell Above: Sky

Most Appealing Lyric: ;D

"I wanna hold your hand so tight, I'm gonna break my wrist." : claw

"I won't give up on you, these scars won't tear us apart." : scar

"Don't fight the storm, you'll tumble overboard, tides will bring me back to you." : ocean

"I know it's scary, but everything will be alright." : ghost

"Believe in no one, but yourself! The faceless won't save you. The clouds won't hear your f**king prayers." : twist

"Push your care, push you burdens aside. Erase everything inside, it

leaves just one thing on your mind. You only live once so just go f**cking nuts!" : death *(only because Mitch ~)*

"I won't fall down again, my heart's now dead and gone. And I'm still breathing, I made it out alive." : heart

Mine: All of the above becuz I love these songs ~

But Glintscar would be my ultimate fave ~ (even though they aren't the same song xD)

Color of Nails: (o-e guess whose running out of ideas! xD)

Black: Midnight

Red: Blossom

Pink: Dawn

Yellow: Sunshine

Blue: Quiet

Purple: Jay

White: Snow

Orange: Lion

Other: Lily

Mixed/Designed: Swirl

Nothing: Pale

Fave Mythical Creature ~

Dragon: wing

Werewolf: wolf

Vampire: fang

Other: (too lazy xD) blood

Mine: Blossomwing

Cat Generator 3

Been a while, eh? Here's something fun for you guys to do. This one I'm going to put more thought into it so (hopefully) no name comes out weird! If you want to choose more than one option, then mix it up and combine them! Try to only use two options or the cat might come out a little weird haha! (*Ex: I like to sleep and write, my cat would be black with white splotches - or whatever you want - whichever you like more, is the more color on their pelt!*)
***

Favourite Weather: Clan
Sunny and Cloudy - SkyClan
Sunny Super Hot - WindClan
Rain - RiverClan
Snow - ShadowClan
Thunderstorms - ThunderClan
Hailstorms - Your Own Clan

Favourite Pass-time: Pelt Color
Sleeping - black
Writing / Reading / Drawing / Coloring - white
Watching TV / Movies / Videos - orange
Talking / Hanging Out With Friends / Family - grey
Any Outdoor Activities - brown
Eating - multi-color

Favourite App: Distinct Differences
Facebook - no tail / bobtail
Snapchat - tall
Instagram - tabby markings
Twitter - blind
VSCO - tiny
YouTube - spots / splotches / calico / tortoiseshell
Music Apps - super fluffy
Netflix - flat-faced
Wattpad - slender

Favourite Holiday: Eye Color
Christmas - blue
Halloween - orange
New Years - amber
Easter - green
Canada/USA Day - yellow
Mother's Day/Father's Day - hazel

First Letter of Your First Name: Prefix
A - Acorn / Amber / Alder / Ash
B - Blizzard / Badger / Bloom / Brindle
C - Cherry / Clover / Crow / Cinder
D - Dark / Dusk / Doe / Dove
E - Echo / Eagle / Eel / Ebony
F - Flint / Flame / Flower / Feather
G - Golden / Grey / Gorse / Ginger
H - Honey / Hare / Heather / Hawk
I - Ice / Ivy / Pine / Morning
J - Juniper / Jay / Jagged / Little
K - Kestrel / Milk / Primrose / Shell
L - Lily / Lightning / Lake / Leopard
M - Maple / Mist / Meadow / Marsh
N - Nut / Night / Needle / Snow
O - Otter / Oat / Owl / Plum
P - Pale / Poppy / Perch / Puddle
Q - Quail / Quick / Mud / Red
R - Rabbit / Ragged / Rose / Ripple
S - Sage / Sorrel / Starling / Swift
T - Tansy / Thorn / Thrush / Timber
U - Willow / Fawn / Creek / Ant
V - Violet / Sweet / Fallen / Bumble
W - White / Wolf / Wasp / Wave
X - Sun / Storm / Petal / Frog
Y - Yellow / Toad / Berry / Cypress
Z - Briar / Lion / Frost / Blue

Last Letter of Your Last Name: Suffix
A - -pelt / -leaf / -step
B - -nose / -belly / -dust
C - -face / -light / -pounce

D - -shine / -fur / -heart
E - -feather/ -tooth / -flight
F - -claw / -tail / -mist
G - -smoke / -toe / -splash
H - -talon / -water / -strike
I - -throat / -fur / -wing
J - -whisker / -leaf / -stream
K - -song / -foot / -cloud
L - -fall / -bright / -jaw
M - -mask / -fang / -belly
N - -ear / -feather/ -snow
O - -spot / -thistle / -willow
P - -tuft / -heart / -throat
Q - -whisker / -poppy / -claw
R - -bright / -feather / -eye
S - -fur / -flight / -gorse
T - -light / -patch / -snout
U - -leg / -claw / -glow
V - -stone / -leap / -moon
W - -thorn / -heart / -fang
X - -dusk / -fin / -brook
Y - -tail / -bee / -cloud
Z - -tooth / -strike / -leg

Here's mine!
WindClan, black with white patches and amber eyes. My name is Meadoweye!

Creative Things in Territories

[image]

Okay, I got a request for this and I'm gonna work on it xD
I'm not too sure how this will go but I will do ma best on it :3
Hope you like it x)
****

Moonstone Ideas:

-In the middle of the four (or how ever many Clans/Tribes you have) there's a pool of water, like the Moonstone. Water from a lake - somewhere else - has made it way into a dent in the center of the [number of Clans/Tribes here] and is the way you speak to your StarClan.
But it isn't like the Moonstone in the books, you have to climb stones to the center of the water to lay your head on a crystal sticking out of the ground.

-At the edge of the territories, there is a trail to go up into a cave where your Moonstone is. It is also the Gathering place, because it is so secrete. There is a mini waterfall beside the trail that leads to it. That mini waterfall goes into cracks of rocks (there is so much water that its a high river from where the mini waterfall lands) and goes off the edge of the territories. Falling a long way down, it goes into a small pool that no one can really reach - unless they spent at least a moon climbing down, or you could fall and risk dying. And from where that huge waterfall ends, there is the ocean where the island ends. ***{I am providing a photo I found to show you what it kind of looks like. It doesn't show everything I said, but it shows most of it. Keep in mind its the larger waterfall that goes straight down into a pool.}***

-There is a cave underground that leads to a pool that is always frozen. So thick with ice, some even say there is no water left in it. Three cracks in the ceiling make the sunlight shine on it, making a large triangle where you sit. Sleep will wash over you in heartbeats and you'll meet your StarClan.

Territory Beauties: (<_< couldn't think of what so say)

{This one may be hard to explain, so bare with me. I found a painting and was like o; ermegerd}

-Lets say your main character is a traveler with or without a group looking for a home to stay.
A waterfall comes from a cliff higher then any cat as ever climbed. It falls into a deep pool, as long as just over 20 cats standing. (Probably about 6.5 meters deep.) Huge rocks - cliffs if you look from birds-eye-view - make it like a gorge, until you walk south (like backing up) from the waterfall. A river streams calmly by your side as you walk south. There, a bridge made out of natural rock is a head. That could be the way out of the hunting territory, since the right side is very small and the left is larger. The smaller side as an edge to it, where you came from originally. (Lets just say you drifted in on a log or drift-wood onto shore and found your way here)
Under the bridge are three holes, one under trees and is shaded and out of the water's reach, while the other two have the high river going between them and out into the ocean where you had come from. As you climb your way up and onto the bridge, you notice the first hole under the bridge is almost like a cave, but with roots and grass and litchen coming over from above and with two ways to leave it.

-In one part of the territories (for one Clan/Tribe) there is the marsh-land. It is covered with lush green grass that has an edge to where a pond is. It's muddy, warm and very shallow. But once you step foot in it, your paws will sink into mud and it might take help to get out. Cats found boulders and put them in the water - several times so they would actually be able to hold weight without sinking. Pine trees are everywhere, other then where the pond is. At the pong, the grass I told you about comes from the forest and goes into the pond like a U , almost long enough to go back into the pine forest.

-A sparkling rock sits in the moor, like a diamond but its just a shiny rock. No one knows why its like that or how it got there, but they like it because its so beautiful. The moor-cats are greedy because of it, wanting to steal anything thats like it and

surrounding it. The leaders den is beside it, in a hollow tree.

Gathering Place Ideas:

-In the center of the [amount of Clans/Tribes] there are [how ever many Clans/Tribes you have] trees. They have thick tree trunks and one thick branch from all of the trees have come from them and have twirled themselves together. All the leaders of your Clan/ Tribes go to those branches to do the Gathering. (The branches aren't far from the ground)

-The ground is burnt in this part of the territories. Black, lifeless trees dot the grounds and its always gloomy and dark, even on bright days. In memorial for the deaths of the cats, it was made the Gathering Place. In the center of the place, there is a boulder that was once the leader's den. The Clans/Tribes gather there and the leaders stand on it, one at a time.

Territory Ideas:

-A moor
-A small island
-Forest
-Dense forest with pine trees
-Tall trees everywhere
-Thickets and sharp rocks everywhere
-Gorge
-Island with a waterfall behind it, river surrounding their camp
-A place where fire had once burnt
-Underground
-In a cave
-In a cave behind a waterfall
-Mountains

I know there isn't a lot here, but man oh man it took a while to explain xD

Anything else you guys need? Do you guys need more of something I already did?

Hunting & Battle Tactics

Hunting Techniques:

Hunter's Crouch - Keep your body low with your tail sticking straight ahead. Hind legs must be ready to leap and front paws must

be ready to pounce. Is also a good fighting technique.

Fishing Catch - When fishing in a lake or river, keep your reflection away from the water. When the fish comes, quickly hook your paw into the water and scoop the fish onto the surface. Finish it off with a quick killing bit.

Squirrel Race - When the squirrel runs up a tree to escape, you quickly run up the trunk beside the squirrel until your fast enough to block it to the top of the tree. You chase it down next and hopefully catch it. **Very** complicated technique. Remember not to get too down on yourself if it doesn't work!

Bird Leap - When the bird is aware that it is being hunted and begins to fly up, you leap as high as you can and bat the bird back down. Recommended for older apprentices to learn.

Mouse Stalker - Keep your paw-steps light on the ground and try to slide them so the mouse won't feel your paw-steps.

Rabbit Fishing - A technique when you are desperate for prey. Find a rabbit hole and make sure a rabbit's in there. Then, wait silently until rabbit's head pops out. Scoop it out like you are fishing, and hopefully catch it. Remember not to get too down on yourself if it doesn't work!

***

Battle Tactics:

Approach from behind your enemy - The advantage is gaining the higher ground is that you can charge at greater speed at the enemy, who will be weakened by having to fight uphill.

Know were the wind is coming from - If there is a strong wind, it should be blowing from behind you toward the enemy, blinding them with dust and holding them back like a current of a river. If you wish to preserve the element of surprise, the wind should blow from the enemy position toward you so your scent is carried away from them.

Conceal the size of your force - The number of cats in your battle

patrols can be hidden to confuse the enemy from a distance. Cats packed tightly together will appear as a small attacking force, encouraging the enemy to be over confidant and make poor strategic decisions. Alternatively, is cats are spread out in signal file, they will look like a solid border of warriors, which will seem impenetrable to an advancing enemy.

Attack from both ends of the enemy first - If both ends of the enemy line are defeated, the cats in the center of the line will have to fight the two fronts. Even if they are outnumbered, the will be out flanked, vulnerable, and in disarray.

Keep fresh warriors in reserve - Always have adequate reserves of fresh, fit warriors behind the battle line. They will be able to replace injured warriors, launch a separate attack if the enemy tries to encircle your forces, or fend off a surprise enemy from the rear. If the battle is in your favor, finish it by sending your reserve warriors behind the enemy line to surround them and demand surrender.

***

Water Combat:

Double-Front-Paw - Splashes water into the face of the enemy.

Underwater Leg Sweep (Front of Hind) - The opponent will not see it coming under the water so won't have a chance to brace himself before losing his balance.

Push-Down and Release - Almost all cats panic if they are submerged, while some Clan cats know how to hold their breath underwater. If you're fighting a Clan cat who is good with water, get them under by surprise, then they most likely wouldn't be able to hold their breath. This move can be used to secure a victory, because it's most likely to make the opponent surrender.

Tail Splash - Temporarily blinds opponent by flicking water in his eyes.

Underwater Push-Off - Crouching and erupting out of the water into opponents, using surprise and impact to knock him off balance.

***

Above-Ground Combat:

The Leaf-Crusher - Landing with all four feet on top of an opponent, flattening him like a leaf.

The Flick-Over - Landing with front paws outstretched to sweep the opponent off his feet and roll him onto his back.

The Kick - Kicking down hard as the warrior nears the ground, then using momentum from landing to spring away before the opponent can retaliate.

The Trunk Swing - Sliding down the trunk and springing off at head height, using hind legs to push off and clear opponents.

The Reverse Climb - Climbing backward up the trunk as the opponent advances to gain advantage of height; often followed by Trunk Swing.

***

How to Surprise an Opponent:

-> Move **quietly** and communicate **using tail-signals**. Cracking twigs, startling birds, and rustling bracken **will tell the enemy exactly where you are**.

-> **Keep downwind** of the trespassers so that your scent doesn't give you away.

Look for freshly **broken twigs, overturned leaves on the forest floor, remains of prey, or a clump of fur caught on a bramble**. Any animal that moves through the forest leaves behind signs that it's passed - and signs like this could lead you straight to the invaders.

-> **Keep your mouth open** to search for unfamiliar scents. **Be careful:** If there is scent **when there is no breeze** to carry it through the forest, it could **mean that your enemy is very close** by.

-> Light-colored pelts are **easily seen against brown and green foliage**, so stay in the thickest cover.

-> **Keep low** - the enemy will be looking for movement at **normal head height**, not close to the ground.

-> Never miss an opportunity to **perfect your tracking ability**. In the nursery, kits sneak up on their mothers and pounce with their moss-soft paws. Apprentices leap out on one another from behind bushes and tree stumps. These are **more than just games**. One day, these skills could save your life and defend your Clan.

Fighting Techniques

Back kick ~
Explosive surprise move to catch opponent from behind. Judge opponent's distance from you carefully; then lash out with your back legs, taking your weight on your front paws.

Belly rake ~
A fight-stopper. Slive with unsheathed claws across soft flesh of opponent's belly. If you're pinned down, the belly rake quickly puts you back in control.

Front paw blow ~
Frontal attack. Bring your front paw down hard on your opponent's head. Claws sheathed.

Front paw strike ~
Frontal attack. Slice downward with your front paw at the body or face of your opponent. Claws unsheathed.

Killing bite ~
A death blow to the back of the neck. Quick and silent and sometimes considered dishonorable (see Warrior Code). Used only as a last resort.

Leap-and-hold ~
Ideal for a small cat facing a large opponent. Spring onto opponent's back and grip with unsheathed claws. Now you are beyong the range of your opponent's paws and in position to inflict severe body wounds. A group of apprentices can defeat a large and dangerous warrior in this way. It was deployed to great effect against BloodClan's deputy, Bone. Watch for the drop-and-roll countermove, and try to jump free before you get squashed.

Partner fighting ~
Warriors who have trained and fought together will often instinctively fall into a paired defensive position, each protecting the other's back while fending off an opponent on either side.

Slashing, clawing, and leaping together, battle pairs can be a whirlwind of danger for attackers.

Play dead ~
Effective in a tight situation, such as when you are pinned. Stop struggling and go limp. When your opponent relaxes his grip, thinking you are defeated, push yourself up explosively. This will throw off an unwary opponent and put you in an attacking position.

Scruff shake ~
Secure a strong teeth grip in the scruff of your opponent's neck; then shake violently until he or she is too rattled to fight back. Most effective against rats, which are small enough to throw. A strong throw will stun or kill them.

Teeth grip ~
Target your opponent's extremities-the legs, tail, scruff, or ears-and sink in your teeth and hold. This move is similar to the leap-and-hold except your claws remain free to fight.

Upright lock ~
Final, crushing move on already weakened opponent. Rear up on back legs and bring full weight down on opponent. If opponent does same, wrestle and flip him under you. This move makes you vulnerable to the belly rake, so requires great strength and speed.

New Fighting Techniques:

Leap-and-cover ~
Ideal for making your opponent feel much pain, leap onto your opponent's back and put your paws over their eyes. For the moment the opponent is blinded, sink your claws into the soft skin around their eyes. If your opponent doesn't run away, take advantage of their temporary blindness and perform leap-and-hold move.

Double death bite ~
Seems dishonorable and is only used against very evil cats. A partner and you take on one cat. Once you've got a hold of your opponent, your partner helps hold down enemy cat, and you both bite hard down on enemy cat's throat. Two pairs of jaws will cut off airway and cat will choke to death. Like I said, it's considered

dishonorable and would only be used against evil cats like Tigerstar, Darkstripe or any cats of BloodClan.

Dizzy dance ~
Only can be preformed by a extremely small and quick cat against a larger and at least somewhat slower cat. The cat charges head on then swiftly leaped sideways, ducking under the cat then as soon as the cat preforming this attack is out from under the other cat it spins and leaps over it. Then once more spins but rams the side then jumps over/goes under the cat and rams the other side then land one final blow by leaping onto the cat's back and grabbing the scruff with teeth and using your free paws to batter the cat's head. This attack should in the end result in a dizzy or confused enemy.

Back rake ~
A bit like Belly rake, if you're a SkyClan cat this move works best. If your fighting a cat from the front, jump over the cats head and score your claws down their back.

(Un)balancing act ~
If a cat is going to bring down all its weight on you while rearing on its back legs, role towards your opponents hind legs to unbalance him.

Dizzy tackle ~
A great move for swift young warriors facing older, larger warriors. You run in circles around them at top speed until their to dizzy or tired (if the were chasing you) to keep up. Then you tackle them. While they are down, attack. Caution, standing directly over them makes you vulnerable to the Belly Rake. This is a One-on-one move and is not recommended in a place with many foes.

Making sure ~
You never know if an opponent is actually dead. When an opponent goes limp, they become vunerable, so make sure they are really dead. Bite and slash. Claws unsheathed. When you think they have gone to StarClan, pray and leave.

Tail trip ~
The opponent moves to you and at the right moment, trip them with your tail.

Ceremonies

Traditional Clan Greeting ~

"Let all cats old enough to catch their own prey gather under the _____ for a Clan meeting."

Note: During emergencies Clan greetings may be shorter as every moment is vital.

Deputy Ceremony ~

"The time has come to appoint a new deputy. I say these words before StarClan, that the spirits of our ancestors may hear and approve my choice. _____ will be the new deputy."

Warrior Ceremony ~

"I, ___star, leader of __Clan, call upon my warrior ancestors to look down upon this apprentice. S/he has trained hard to under stand the ways of your noble code, and I commend him/her to you as a warrior in his/her turn. ___paw, do you promise to uphold the warrior code, and protect and defend this Clan, even at the cost of your life?"

"I do."

"Then by the powers of StarClan, I give you your warrior name: ___paw, from this moment on you will be known as _____. StarClan honors your ___ and your ___ and we welcome you as a full warrior of __Clan."

Virtues ~

When becoming a warrior the leader says "StarClan honors your ____ and your ____ and...." These are what fill in the blanks.
•Determination
•Enthusiasm
•Independence

•Strength
•Spirit
•Honesty
•Patience
•Forethought
•Loyalty
•Intelligence
•Faith

Apprentice Ceremony ~

"From this day forward, until he/she has earned his/her warrior name, this apprentice will be called ___paw. ____, _____. May you pass down all you know to this your apprentice."

Note: During the long blanks, the leader says who the mentor of the apprentice is, and says a sentence or two about the mentors skills, virtues, etc. Usually kept brief.

Dying Apprentice Ceremony ~

"I ask my warrior ancestors to look down on this apprentice. He/She has learned the warrior code and has given up his/her life in service of his/her Clan. Let StarClan recieve him/her as a warrior. His/Her name will be _____, because _____. Let StarClan recieve him/her by the name of _____.

Elder Ceremony ~

"_____, is it your wish to give up the name of warrior and go join the elders?"

"It is."

"Your Clan honors you and all the service you have given us. I call upon StarClan to give you many seasons of rest."

Medicine Cat Ceremony ~

(Medicine Cat) "_____, is it your wish to enter into the mysteries of StarClan as a medicine cat?"

"It is."

"Then come forward. Warriors of StarClan, I present to you this apprentice. She has chosen the life of medicine cat. Grant her your wisdom and insight so that she may understand your ways and heal her Clan in accordance to your will."

(medicine cats touch nose to Moonstone/Moonpool or whatever xD)

Name-Change Ceremony ~

"Spirits of StarClan, you know every cat by name. I ask you now to take away the name from the cat you see before you, for it no longer stands for what he/she is. By my authority as Clan leader, and with the approval of our warrior ancestors, I give this cat a new name. From this moment on, he/she will be known as _____. We honor his/her ____ and ____."

Prey & Dangerous Animals

Prey~

Amphibians:

Frogs
Toads

Avians/Birds:

Eagles
Hawks
Falcons
Finch
Thrush
Sparrow
Crow
Pigeon/Dove
Starling
Magpie
Wren
Pheasants
Mooren
Blackbirds
Robin
Lapwings
Wagtails

Fish:

Minnows
Pike
Silver/Gold Fish

Mammals:

Bats

Soricomorphs:

Shrews
Water Shrews

Lagomorphs:

Rabbits
Hares

Reptiles:

Snake
Adder
Lizard

Rodents:

Squirrel
Vole
Water Vole
Mouse
Wood Mice
Rats

***

Animals~

Badgers
Dogs
Beavers
Foxes
Wolves
Rats
Mountain Lion

[I know there are more - duh - but I am ... blinded is the word?? haha anywhore, oh well! Comment any animals you see I missed!]

Camp Creating Help

Sorry for the late update! Took me a while for this one...

Location~

Each camp is situated on the Clan's own territory. The main criteria for choosing a site that is:

-Is difficult to attack, and easy to defend.
-Is at a safe distance from Twolegs, Twoleg facilities, and other dangers.
-Is large enough to accommodate all Clan cats.
-Has a source of water in the camp or nearby.
-Has places for a warrior den, apprentice den, nursery, medicine cat den, elders den, and leader's den.

Structure~

Most camps are **surrounded by some means of natural protection** *(such as thickets, stone walls or water)* that shelter them both from weather and enemy attacks. They usually have a **single entrance,** where only one cat can pass at a time *(such as a tunnel under the thickets)* along with one small entrance and exit to make dirt. In addition to the natural defense, warriors **patrol** and **protect the camp day and night.**

Main Clearing~

All camps contain a large, open area in their middle. Cats gather here to meet each other, sun themselves, share tongues and participate in Clan Meetings. The main clearing usually also contains:

-The fresh-kill pile, a spot where hunters drop the prey they caught

and brought to the camp and where cats get their food from. Sometimes, if it has rained, they will **store their prey in the ground** to keep it dry.
-A vantage **point from where the leader addresses the Clan** during a meeting, such as a large rock or a branch of a tree.

Dens~

Dens are sheltered locations (such as thickets or caves) used by a cat or a group of cats to rest, sleep and recover. Beddings of moss, bracken and ferns are used to rest on. Feathers are also used to line the nests. The dens are usually cleaned and tidied by the apprentices of the Clan. Most camps contain all (or several) of the following:

Nursery - The den shared between the queens and kits, usually the safest and most protected.

Apprentices' Den - The den shared between the apprentices.

Warriors' Den - The den shared between the warriors and the deputy. Senior warriors usually sleep **towards the center**, where it is warmer, while **younger cats sleep near the edge**, where it is colder.

Medicine Cat's Den - The den that belongs to the medicine cat and his or her apprentice, who store their herbs and other supplies here as well. Cats with severe injuries and illness also rest here until they recover and are able to return to their own dens.

Elders' Den - The den shared between the elders, usually the **second most protected.**

Leader's Den - The den where the Clan leader lives, usually the **nicest den.** He or she usually spends **most of the day here in seclusion and undisturbed**; however, they can be visited by other cats, or choose to spend the night with their mate.

Outer Facilities~

The following can be encountered in the vicinity of the camp:

-Burial Place - A location where dead Clanmates are buried.
-Dirtplace - A location where the cats make dirt, and dump inedible food (bones, feathers, crowfood).

Known Camps~

In the Forest---

ThunderClan~

The ThunderClan Forest Camp is in a **sandy ravine that used to be a riverbed** a long time ago. It is **surrounded by brambles, and the entrance is through a gorse tunnel.** There is a tall boulder in the clearing, called the Highrock, used by the leader to call meetings. The **Highrock has scuffed earth around its base.** A vast, sandy clearing stretches to the Highrock, which is near a clump of nettles. A bit away from the nursery is a crowded corner of ferns, which have a tall barrier of gorse behind them. At one side, a fallen tree lies, its tangled branches folded on the ground. The **fresh-kill pile usually lies at the side of the clearing.** At one point, the camp was burned down in a fire, but the vegetation grew back soon.

-The nursery is **under a thick bramble bush.** There is a **huge gap in the bush** that led to the clearing.
-The apprentices' den is in a **clump of ferns**, beside a tree stump.
-The warriors' den is **under a bush**, with a nearby nettle patch. The warriors' den is beside the nursery. It is said that the senior warriors sleep near the center, the warmest area. It is also an **honor that senior warriors invite younger warriors to eat with them** by the bush.
-The medicine cat's den is a **crack in a rock,** near a small grassy clearing, a **tunnel of ferns leading to it.** Inside there is a grassy clearing with a **small pool at one edge.** One tall rock stands at the side, split with a crack to keep herbs inside.
-The elders' den is under a **jutting branch in the fallen tree** that has grass, moss and ferns sprouting from every crevice in the tangle

of wood. There is a **maze of twigs** that eventually lead to an empty space among tangled branches.
-The leader's den is a **cave in the Highrock** which was carved out by an ancient stream, with **lichen hanging over the entrance.** Inside the den is a **quiet cove with a smooth floor and walls**, with a mossy nest at one side.

WindClan~

The WindClan Forest Camp is in a sandy hollow, surrounded by gorse. The entrance is through a gorse tunnel. A tall boulder, called the Tallrock is used by the leader to call meetings.

-The nursery and the elders' den are under the **gorse wall surrounding the camp.**
-The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they **retreat in burrows made by rabbits, foxes or badgers.**

RiverClan~

The RiverClan Forest Camp is **on a large, well-drained island,** and is surrounded by reeds. All of the **dens are tightly woven**. It can be reached **only by swimming**, and as cats from other Clans cannot swim (and hate water, in general), the camp is rarely attacked. Floods present a danger; once, a flood swept away the floor of the nursery, together with two of Mistyfoot's kits.

-All dens are made up of **tangles of reeds**. It is mentioned that cats **weave feathers in the reeds** and decorate the **edges with rocks and shells.**
-There is a well-trodden **grass track leading away from the sedges** and between thick bushes of the camp.
-The medicine den is past a deep olive sedge and into a calm den.
-The apprentice den has a **warm coating of moss** on it.
-The nursery is **tucked away into a thick sedge wall.** It is made of **willow branches and reeds.**

-The elders' den is at the **high end of a slope**. It is made of woven willow stems.
-The leader's den is built of **willow stems and woven into the roots of the ancient willow.**

ShadowClan~

The ShadowClan Forest Camp is in a hollow with **muddy ground surrounded by brambles.** The entrance is through a **thorn tunnel.** A smooth boulder at the edge of the clearing is used by the leader to call meetings.

-The nursery is in a hollow, **shielded by a thorn bush**.
-The warriors' den is under a large bramble bush.
-The medicine cat's den is in a **cave under two boulders**, and is surrounded by ferns.
-The leader's den is **beneath the roots of a big oak tree.**
-The apprentices den is a large **cave filled with moss nests.**
-The elders den is a den that is made of leaves and moss.

SkyClan (Former)~

Little is known about the SkyClan Forest Camp. It consisted of **caves in the wall of a gorge** and was destroyed when the Twolegs built a Twolegplace, destroying SkyClan territory, including their camp. The **Twoleg Nest where Smudge lives is built right on top of the old SkyClan camp.**

By the Lake---

ThunderClan~

The ThunderClan Lake Camp is in an abandoned quarry, described as a **stone hollow enclosed by tall cliffs.** The main entrance is through **a thorn tunnel,** which can **lead out of the camp after exiting the dirtplace**. There is also a **secret entrance that is**

reached by climbing the rocks. The walls offer protection and keep out the wind, but cats must watch their step near the edge as **falling into the hollow can be fatal**. A tall rock called the Highledge is used by the leader to call meetings. Most of the dens **consist of caves and crevices in the rock wall.** There is also a Halfrock, which is a smooth low stone that rises out of the ground near the elders den. At one point, badgers devastated the camp, but it was rebuilt by the cats.

-The nursery is under a **thick bramble bush reinforced with thick roots woven together** for protection. It's floor is made of **packed earth.**
-The apprentices', leader's and medicine cat's dens are caves in the rock, **entrances hidden by bramble tendrils.**
-The warriors' den is in a **dip in the ground under a big thorn bush,** and after the tree falls in Fading Echoes, it is **rebuilt under the branches of a beech tree.**
-The elders' den is **in a hazel bush,** and later is rebuilt under the **boughs of a beech tree and reinforced with honeysuckle.**

WindClan~

The WindClan Lake Camp is a **shallow scoop in the ground of the moor.** Unlike other camps, it **does not have any natural protection; they rely on the warriors to protect it.** There are **several boulders nearby,** the highest being called the Tallrock and used by the leader to call meetings.

-The nursery is under a gorse bush.
-The medicine cat's den is in a **crevice in the rock.**
-The elders' den is in an **old badger set.**
-The other cats, including the leader, prefer to sleep under the open sky, although in bad weather, they retreat in **burrows made by rabbits, foxes or badgers.**

RiverClan~

The RiverClan Lake Camp is on a **triangle of land between two streams.** It can be reached by swimming or by **crossing the stream via stepping stones.** Twolegs often disturb the cats during Greenleaf; once, they had to abandon the camp as they were harassed by Twoleg kits.

-The nursery, elders' den and leader's den are **under dense bramble thickets.**
-The medicine cat's den is under a **thorn bush overhanging the stream;** the ground below it was **washed away, leaving a pool.**

ShadowClan~

The ShadowClan Lake Camp is concealed **between tangles of brambles and low-hanging branches, and is a dip beneath the pine trees.** The entrance is through a thorn tunnel. The leader makes their announcements from a **branch hanging over their den.**

-All dens are under **bramble thickets.**
-The medicine den has a **sandy, hollowed-out floor covered in dried pine needles.**
-**A hazel branch overhangs the camp.**

Other Camps---

SkyClan (Current)~

After being driven out from the Forest, SkyClan made a new camp at the source of River Chell, **in a narrow gorge.** The Skyrock is the highest point in the camp, used by the SkyClan cats to hold Gatherings, and can be used to oversee the entire landscape. At the bottom of the gorge, near the river source, there is a **pile of boulders called the Rockpile,** used by the leader to stand on during Clan meetings.

-All the dens are **caves in the rock wall, with narrow trails leading to them.** The **lowest is the medicine cat's den, close to**

the river, where plants grow. The highest is the warriors' den; this den is also used as a **refuge during floods,** as the water never reaches it.
-There is a **cave lined with glowing moss,** called the **Whispering Cave,** where the SkyClan medicine cats share tongues with SkyClan's ancestors.

TigerClan (Modern)~

When ShadowClan and RiverClan united to form TigerClan, neither of the two camps were large enough to host all cats, therefore they made a camp in RiverClan territory, next to the river. **The cats made a hill of bones** to serve as a vantage point for the leader, **very similar to the Highrock** in the ThunderClan camp.

The Tribe~

The Tribe of Rushing Water shelter in the Cave of Rushing Water, a **large cave behind a waterfall. Kit-mothers and to-bes rest in separate nooks,** while the **cave-guards, prey-hunters, and elders sleep in the main cave.** Within the cave is a **tunnel that leads to the Cave of Pointed Stones,** where the Healer communicates with the Tribe ancestors and sleeps.

Life in the Camp---

-At dawn, the **deputy appoints the daily patrols.**
-Border patrols leave at **dawn and sunset.**
-**Several hunting patrols leave daily.** Some Clans (like ShadowClan) **prefer to hunt at night;** the others generally hunt during daytime.
-Some **warriors always remain in the camp** to guard it in case of an attack.
-**Mentors train their apprentices at a designated place** (like the training hollow in ThunderClan), or take them on patrols.

-Apprentices do chores such as: **tidying up dens, changing used bedding, and tending to queens and elders.** The elders usually tell them stories while they give them moss balls soaked in water, fresh kill, or get rid of their ticks and fleas. New medicine cat apprentices learn the different herbs while more experienced medicine cat apprentices help with minor sicknesses or injuries.
-The medicine cat treats and tends to injured or ill cats, trains their apprentice if they have one, and leaves to gather herbs when supplies are running low.
-The leader **oversees what happens in the Clan**, consults with warriors, and calls a meeting if needed. (e.g. a kit becoming an apprentice).
-**Cats who stay in the camp usually rest**, sunbathe in the clearing, eat prey or share tongues. Cats are **most active during the morning and late afternoon;** they often rest during the night and at noon.
-At night, **one or more warriors stay awake to guard the camp** while the others sleep.

Tail Signals

Signal - *Meaning*
*Tail Held Erect - *Stop*
*Tail Rippling - *Move Forward Slowly*
*Tail Held Erect and Sweeping Slowly from Side to Side - *Retreat Silently*
*Tail Pointing Low, Parallel to the Ground and Sweeping - *Spread Out*
*Tail Flattened - *Get Down*
*Tail Bobbing - *Enemy Sighted*
*Tail Hooked - *Danger*
*Tail Pointed Sharply - *Go That Way*
*Tail Held Erect and Waving from Side to Side - *Stay Behind Me*
*Tail Kinked Over Back - *Follow Me*
*Tail Flicking Over Back - *Leave, But Be Careful*
*Tail Tip Facing Other Way - *Attack*

Cat Language

-> Touching noses - "I like you!"

-> Lick on the cheek - "I really like you."

-> Lick on the ear - Comforting.

-> Lick on forehead - "I love you!" / "Will you be my mate?"

-> Brushing tail on back or flank - Calming.

-> Lick on belly - "I want kits."

-> Touching nose to cheek - "I'm happy for you" / Comforting.

-> Nuzzle - Comfort "You're hilarious!"

-> Lick own chest fur - To hide embarrassment.

-> Lick on the shoulder - Respect.

-> Lick on the tail - "Will you be my mate?"

-> Lick on the paw - "You are my friend!"

-> Lick below the chin - "I want you forever!"

-> Lick on the nose - "Do you want to play?"

-> Rubs tail anywhere - Flirting, comforting, or curious.

-> Lays tail on shoulder or flank - Comforting or reassuring.

-> Rubbing against you - "I like you." / "Don't worry." / "I love you."

-> Licking constantly - Cleaning or embarrassment.

-> Flat ears - "Back off!"

-> Bares teeth - "Get away from me!"

-> Lunging at you - "Back off now!"

-> Roll on your back - "You are stronger than me, I respect you."

-> Tail tucked - Scared.

-> Growling/Hissing/Spitting - Angry, defensive, hostile.

Insults and Phrases

Insult - Meaning (Ones with * beside the insults mean they are frequently used)
*__Mouse-brain__ - A somewhat friendly insult - to call someone stupid.
*__Mouse-dung__ - A somewhat harsh insult - to compare someone to mouse faeces. Also used when something unfortunate happens, similar to the English term 'Darn it'.
*__Mouse-heart__ - A somewhat harsh insult - to call someone a coward.
__Fox-dung__ - A harsh insult - to compare someone to fox faeces. Also used when someone disagrees with something, like the English term 'That's a load of rubbish'.
*__Fox-heart__ - A harsh insult - to call someone cruel, cold hearted or evil.
__Foxbreath / Fox-breath__ - A harsh insult - to compare someone to a fox's breath, to say they smell bad.
*__Flea-brain__ - A somewhat friendly insult - to call someone stupid.
__Birdbrain__ - A somewhat friendly insult - to call someone stupid.
__Pigeon-brain__ - A somewhat friendly insult - to call someone stupid.
__Hare-brain__ - A somewhat friendly insult - to call someone stupid or crazy.
__Haredung__ - A somewhat harsh insult - to compare someone to hare faeces. Also used when something unfortunate happens, similar to the English term 'Darn it'
*__Bee-brain__ - A friendly insult - to call someone stupid.
__Beetle-brain__ - A friendly insult - to call someone stupid.
__Feather-brain__ - A friendly insult - to call someone stupid.
__Dandelion-brain__ - A friendly insult - to call someone stupid.
__Fish-brain__ - A somewhat friendly insult - to call someone stupid.
__Frog-brain__ - A somewhat friendly insult - to call someone stupid.
__Frog-guts__ - A harsh insult - to compare someone to a frog's guts.
__Frog-dung/dirt__ - A harsh insult - to compare someone to frog faeces.
__Frog-face__ - A somewhat harsh insult - to call someone ugly.
__Minnow-heart__ - A harsh insult - to call someone a coward.

Minnow-brain - A somewhat friendly insult - to call someone stupid.
Snake-heart - A harsh insult - to call someone cruel, cold hearted or evil.
*__Snake-tongue__ - A harsh insult - to call someone a liar.
Rabbit-heart / Rabbit Heart - A somehwat harsh insult - to call someone a coward.
Rabbit-brain - A somehwat harsh insult - to call someone a stupid.
Buzzard-face - A somewhat harsh insult - to call ugly.
Bug-breath - A friendly insult - to say someone has bad breath or eats bugs.
Mange-pelt / Mange-ridden / Mange-breath / Mange-face - A harsh insult - to call someone unpleasant, scruffy or dirty. Mange is a disease caused by mites which causes severe itching and hair / fur loss.
Stone-headed - A somewhat friendly insult - to say someone is stubborn or foolish.
Fluff-brain - A somewhat harsh insult - to say someone is empty headed for not understanding something.
Fuzz-brain - A somewhat harsh insult - to say someone is empty headed for not understanding something.
Greedy-belly - A friendly insult - to say someone is greedy.
Slow Slug - A friendly insult - to say someone is slow.
*__Sleepy Slug__ - A friendly insult - to say someone is tired or slow.
*__Furball__ - A friendly insult - generically used with other insulting words such as: stupid furball, bossy furball or lazy furball.
*__Stupid Furball__ - A friendly insult - another friendly insult similar to 'furball'.
*__Crowfood / Crowfood-eater__ - A harsh insult - to compare someone to rotting food / prey, or to say they eat rotting food. It is often used in threats such as 'I will turn you into Crowfood!'.
Crow-fur - A somewhat harsh insult - to compare someone to crow fur (which is odd as they have feathers, not fur).
Dungeater - A harsh insult - to say someone eats dung (not literally of course).
Dungface - A fairly harsh insult - to compare someones face to dung.
Dungheart - A fairly harsh insult - to compare someones heart to dung, to say they have a rotten heart.
Dormouse - A friendly insult - to call lazy, or to say they sleep a

lot.
*__Scaredy-mouse__ - A friendly insult - to say someone is afraid of something.
__Scaredy-sparrow__ - A friendly insult - to say someone is afraid of something.
__Mousefodder__ - A somewhat harsh insult - to call someone worthless (such as a Kittypet).
__Flea-pelt__ / *__Fleabag__ / __Flea-ridden__ - A harsh insult - to say someone has a lot of fleas.
__Mouse-eater__ / __Mouse-muncher__ / *__Squirrel-chaser__ - A harsh insult - to insult ThunderClan cats because they mainly eat mice and squirrels.
*__Fishface__ / *__Fish-breath__ / __Fishfur__ / __Fish-eater__ - A harsh insult - to insult RiverClan cats because they mainly eat fish.
__Rabbit-chaser__ / __Rabbit-eater__ - A harsh insult - to insult WindClan cats because they mainly eat rabbits.
*__Kittypet__ - A somewhat friendly insult - to question someone's warrior skills, usually used in terms such as 'You fight like a Kittypet!'.
__Badger Droppings__ - A harsh insult - can be used to compare someone to badger droppings. It is more commonly used to state that something isn't true, similar to the English term 'That's a load of rubbish'.
__Cheeky fox__ - A friendly insult - to call someone cheeky.
__Badger-stinky__ - A Kit insult - a silly insult that may be used by Kits, to compare someone to a badger.
__Prey-stealer__ - A harsh insult - to accuse someone of stealing the prey of another cat or Clan.
__Herb-muddler__ - A somewhat friendly insult - for Medicine Cats because they work with herbs.
__Buzzardfood__- Alternative of crowfood, used before the start of the Clans. Used in *The Sun Trail*.
__Chickfeed__- Alternative of crowfood, used before the start of the Clans. Used in *The Sun Trail*.
__Cleanpaw__- An (scornful) insult used for someone who sticks to the rules closely.
__Drypaw__ - A cat that dislikes getting wet, usually used in RiverClan.
__Dungface__- An (harsh) insult used in Thunder Rising.
__Featherbrain__ - A term used by WindClan cats, equivalent to mouse-brain.

Bat-blind- an insult to a cat's eyesight, similar to the phrase "as blind as a bat". Used by Mapleshade in *Mapleshade's Vengeance.*
***

Phrases

As easy as swallowing a minnow - A phrase used to indicate easiness of the task.
As much use as a dead fox - A (harsh) insult, meaning the recipient is useless.
***Bees in your brain** - An exclamation meaning confusion or a cat not making sense. (i.e., You've got bees in your brain!)
(You're) crazier than a fox in a fit! - An insult used when a cat (or cats) are acting crazy. Another variation uses "madder" instead of "crazier." Lionblaze uses this to describe Ashfur.
Doesn't matter a whisker/Doesn't catch so much as a whisker - An exclamation meaning the cat does not care, (i.e. it didn't matter a whisker that she didn't share their beliefs) similar to I don't give a mousetail. Or saying that a patrol didn't catch anything.
***Like LionClan/TigerClan** - An expression stating that a cat does something very fiercely or well.
***Great StarClan!** - An exclamation used to signify extreme surprise or anger. Similar to Oh my god! in usage and to the fact that they both have mention of a higher force.
***When hedgehogs will fly** - An exclamation style statement that shows disbelief that a certain event will likely occur (as in That will happen when hedgehogs fly), used in many variations. Somewhat like the human phrase, When pigs fly!
How in Silverpelt? - An exclamation used meaning "How in the world?" Used in *The Sight.*
I don't give a mousetail/They wouldn't give a mousetail - An exclamation meaning that the cat does not care. Another variation is I would ___ for a couple of mousetails meaning that they are willing to do the inserted action for no real reward. Can also mean that a cat would be stingy enough not to share a mousetail.
I'd have shredded you into mousedust! - to gravely injure, rip to shreds. Similar to mousemeat. Used by Yellowfang in *Into the Wild* while intimidating Firepaw.
In all the stars - an exclamation. Used by Willow Tail when she sees Moth Flight carrying plants.
It's better to scare away a mouse than welcome a badger - An

old nursery saying that means that it's better to scare away a friendly cat than welcome a not-so-friendly cat. Used by Cloudtail in *Dark River* when an apprentice almost scared Mothwing away.
***Make dirt** - to use the bathroom, or the dirtplace in warrior terms.
***May StarClan light your path/Banish all the fleas from your nest** - A friendly term used to tell others they wish them well.
May the Sun warm your back and the fish leap into your paws- A blessing used in RiverClan used to wish good dreams or, in some instances, to say farewell to a dead cat.
May you find good hunting, swift running, and shelter when you sleep- An ancient farewell used by all the Clans, to say goodbye to loved ones on their way to StarClan.
Once a kittypet, always a kittypet! - A harsh phrase used to describe a cat with kittypet roots. Used by Longtail in *Into The Wild* on Rusty when he was joining ThunderClan.
(Only) StarClan knows (what) - Sometimes used to answer a question that is impossible to answer. Similar to "Only god knows what," "Only god knows," and "god knows."
***Pain in the tail** - An insult meaning a cat is irritating or lazy. Used by Leafstar in *SkyClan's Destiny* about Harveymoon and Macgyver.
Sorry catches no prey / Sorry fills no bellies - Means cats can be sorry, but that will not change the past.
StarClan's kits! – An exclamation of surprise or disbelief. Sometimes used as an exclamation if a cat is hurt. Used by Ivypool in *Fading Echoes*.
Tabbies don't change their stripes - means that a cat doesn't change their nature. Equivalent to "a leopard can't change his spots."
***What in StarClan's name?**- A exclamation similar to "What on earth?" or "What in the world?"
That's a load of badger droppings - A harsh exclamation saying that something is nonsense.
Thistles and thorns - Used to describe bad luck (as in: Thistles and thorns! I blew it!); similar to "Darn it" or "mouse-dung."
Thundercat - Used by ShadowClan to describe a ThunderClan cat. Used in *Night Whispers.*
You fight/hunt like a kittypet! - An expression used to insult or tease a cat who fights/hunts poorly.
Who made dirt in his/her fresh kill/nest?- A phrase to describe a cranky or suddenly moody cat, as used in *The Sign of the Moon.*

Would've made mousemeat out of you! - To badly injure, rip to shreds. Similar to mousedust. Used by Graypaw in *Into the Wild* describing how dangerous a fox could be.
Who ruffled their fur?- A similar way of saying "who got under their skin?" Used by Lionblaze in *The Fourth Apprentice.*

How To Create a Book Cover

How To Create a Warrior Cat Book Cover.

(Computer)

There are different ways, but I use paint since it is free and easy.

1. Find a background that suits your story title/plot. Usually found on Pintrest, Google Images, etc. (*Example:* if the territory is a forest and the plot is dark, pick a dark forest background.)

2. Save that picture and go onto it on paint.

3. If it's a huge wallpaper kind of picture, then cut out the sides/ top/bottom until you have a suitable size. Usually you would make the cover the nicest part of the picture. (*Example:* if the picture has trails or something you don't like in it, cut it out and keep the trees or anything in it.)

4. Go onto the link and when you get a cat that looks like the main character of your book, then right click it and copy (or save) it.

http://warriorcatsrpg.com/index.php?
action=warriorgenerator;specialheader=generator;version=cat

5. Paste the picture onto the background and put it in the center (normally closer to the top).

6. Put the title on (wherever) and then your username/name.

*****

(Apps for iPhone/Android/etc)

There are plenty of apps out there, but I use InstaCollage mostly. Look up any photo editing apps to find one that you like.

1. Find a background. Could be a cat similar to your main character

or anything you want really.

2. Add the photo into the box (make sure the frame is off) and center it how you want it to be.

3. Put your title and username on it and you're done.

*****

Any questions, you can ask! I'll answer right away! :3

P_A83 out!

Suffix Meanings

Suffix Meanings:

A

-aster (f)- A petty motherly cat who is laid back and placid

B

-back (m/f)- Pertains to the cat's back, a indicator of their dominant color or quality of fur

-belly (m)- A jovial cat

-berry (m/f)- A small sweet cat

-bite (m/f)- A cat who is a skilled hunter

-blaze (m/f)- A cat who is passionate all they do

-blink (m/f)- Fast

-blossom (f)- A cat who is young at heart

-bloom (f)- A cat who is eager to mother and bring new life

-blotch (m/f)- Has blotches of colour on white

-bounce (m/f)- Peppy and happy cat, can be hyperactive

-breeze (m/f) - Fast

-briar (f)- Feminine and strong-willed

C

-call (m, rarely f)- A cat skilled at using their voice, a diplomat

-claw (m/f)- A warrior that is very skilled with their claws

-cloud (m/f)- A dreamer, and a lover, an idealist, or a cat with a very thick and puffy coat

-creek (m/f)- A graceful cat

D

-dapple (f)- A tortoiseshell cat of some sort

-daisy (f)- Young at heart and innocent

-dawn (m/f)- A serene and meditative cat

-dusk (m/f)- Very calm

E

-ear(s) (m/f)- A cat with very good hearing

-eye(s) (m/f)- A cat who notices things or has good eyesight, also used in name changes

F

-fall (m/f)- A cat who is adept at attacking from above

-fang (m/f)- A skilled hunter

-fern (f)- A tabby

-feather (m/f)- long fur

-fire (m/f)- A cat who is passionate in all things

-flame (m/f)- A cat who has a bright spirit that warms those around them

-flight (m/f)- A fleet footed cat

-flower (f)- Sweet and motherly

-foot (m/f)- Fast or just has colored paws

-frost (m/f)- A cat who is cold and calculating, very logical

-fur (m/f)- refers back to the prefix, fur of a certain colour

G

-gaze (m/f)- A cat who is very observant

H

-heather (f)- Very pretty and has feathery fur

-heart (m/f)- Loyal and brave

-holly (f)- Pretty and very resilient

I

-ice (m/f)- A cat who is very cold and calculating

-ivy (m/f)- Tenacious and loyal

J

-jaw (m/f)- Relating to the jaw

-jump (m/f)- A cat who is good at jumping

L

-leaf (m/f)- A medicine cat who is very good at their job

-leap (m/f)- A cat who is good at jumping

-leg (m/f)- Works best with colour, size or animal prefix. To do with the legs.

-light (m/f)- A cat who's spirit is uncommonly bright

-lilac (f)- Sweet, bright and loving

-lily (f)- Same as flower, but works best for a cat who is white and graceful

-lotus (f)- A graceful swimmer

M

-mask (m/f)- Referring to its markings

N

-nose (m/f)- A good tracker or a highly curious cat

O

-oak (m)- Mighty, resilient, and strong

P

-patch (m/f)- Has patches of colour on white

-path (m/f)- A good tracker

-pelt (m/f)- Fefers to the prefix, quality or colour of the fur

-petal (f)- A delicate looking feminine cat

-pond (m, rarely f)- A calm cat, who is not easily riled

-pool (f, rarely m)- A calm cat, who is not easily riled

-poppy (f, rarely m) A tortoiseshell who is very motherly and kind

-pounce (m/f)- A skilled hunter

-puddle (m/f)- A cat who has patches of colour, the prefix would refer to the colour of said patches.

R

-riddle (m/f)- A mysterious and clever cat

-ripple (m/f)- A graceful cat

-river (m/f)- A powerful fast cat

-roar (m/f)- A powerful and charismatic cat

-rose (f)- For a cat who is ladylike and pretty, and these looks hide the fact that she is very witty and sharp tongued

S

-scar (m/f)- Used mainly in renames, has a scar or scars that are highly noticeable

-shade (m/f)- A cat who is stealthy, or good at subterfuge

-shadow (m/f)- A cat who is stealthy, or good at subterfuge

-shimmer (f)- A cat with a silver tabby pelt and/or beautiful "shimmering" eyes

-sight (m/f)- A cat with good eyesight, or something to do with the eyesight when used in a rename.

-sky (m/f)- A cat who is a skilled climber

-snout (m)- A cat who has something noticeable about their muzzle

-spark (m/f)- A clever, temperamental cat

-speck(le) (m/f)- A cat with a ticked coat

-spiral (m/f)- Classic tabby

-splash (m/f)- Good swimmer

-spring (m/f)- Good at jumping/hunting (NEVER referring to the season!)

-spot (m/f)- Has spots, a spotted tabby

-song (f rarely m)- A diplomatic cat with a silver tongue

-streak (m/f)- A swift cat

-stream (mainly f)- Graceful and pretty

-step (m/f)- Broad shoulders, a muscular cat

-stone (m/f)- Keeps their head in a crisis, dependable

-storm (m/f)- A cat with an unpredictable temper, and a berserker in battle

-strike (m/f)- A cat who is hard hitter in battle, and is given to impulsiveness

-stripe (m/f)- A tabby

T

-tail (m/f)- A cat with good balance

-talon (m/f)- A cat with very large claws

-tansy (m/f)- Bubbly and light hearted, hard to get down

-tip (m/f)- Tips of white on body

-thistle (f)- Resilient

-thorn (m/f)- A witty, intelligent and sarcastic cat

-thunder (m/f)- A cat who has a powerful and charismatic voice

-tooth (m/f)- A skilled hunter

-tuft (m/f)- Longer fur, that is most noticeable at the extremities

-tulip (f)- Loyal and true

W

-watcher (m/f)- Observant or wise

-willow (m/f)- Lithe

-whisker (m/f)- A intuitive and sensitive cat

-wing (m/f)- A light hearted or flighty cat

-wind (m/f)- Fast

-wish (f) - An optimist

Creating Book/Arc Titles

Hello again! It's been two years since I have published a part on this book but here we are again. Hope this helps!
***

Book Titles:

First of all, to create a good title you need to know what your story is going to be about. Figure out the description of your book and then make sure you know the main plot - I like to set up the chapters on what will be going on before I even start writing them and publishing and I also like to have a part set up for the main things that will happen. (I call this part "Ideas" and set it up in short bullet points of what will happen and go from there!) This is like writing a short story in school; it's easier to write it out and then figure out the title afterwards!

Title names that are one to four words are ideal, but whatever sounds cool to you is just as good. Titles that are short are catchy and enticing!

Arc Titles:

Like I said above, you should know the gist of your stories before you put in a title. An arc title is a bit trickier, but as long as you know what each story is about and the main events that will come, it should come easily. Arc titles should be longer, about five words, but can be short too.

If you still have trouble, try to answer these questions:

- Do I have the main events? What are they about?

- Are their any common words I can put together that happens, without immediately giving away what's planned, like fire, snow, invasions, etc.?

- Are their any main cats? If so, what is/are their purpose(s)? Can this purpose be in the title?

Explanation:

I got my new book's title, *Shameful Secrets*, from a few different things: one, the leaders and medicine cats are keeping a very serious secret from the Clans, and two, for other secrets among the Clans.

Erin Hunters new arc, *A Vision of Shadows*, is a clear name because the Clans go through literal visions of shadows and lingering darkness throughout the six books. As I said above, go through what will happen in each of your books and figure out the main point that the cats (or whatever you're writing about!) are struggling with.

If any of you still need help, feel free to private message me for ideas! I'm always able to help out with anything. Hope this helped!